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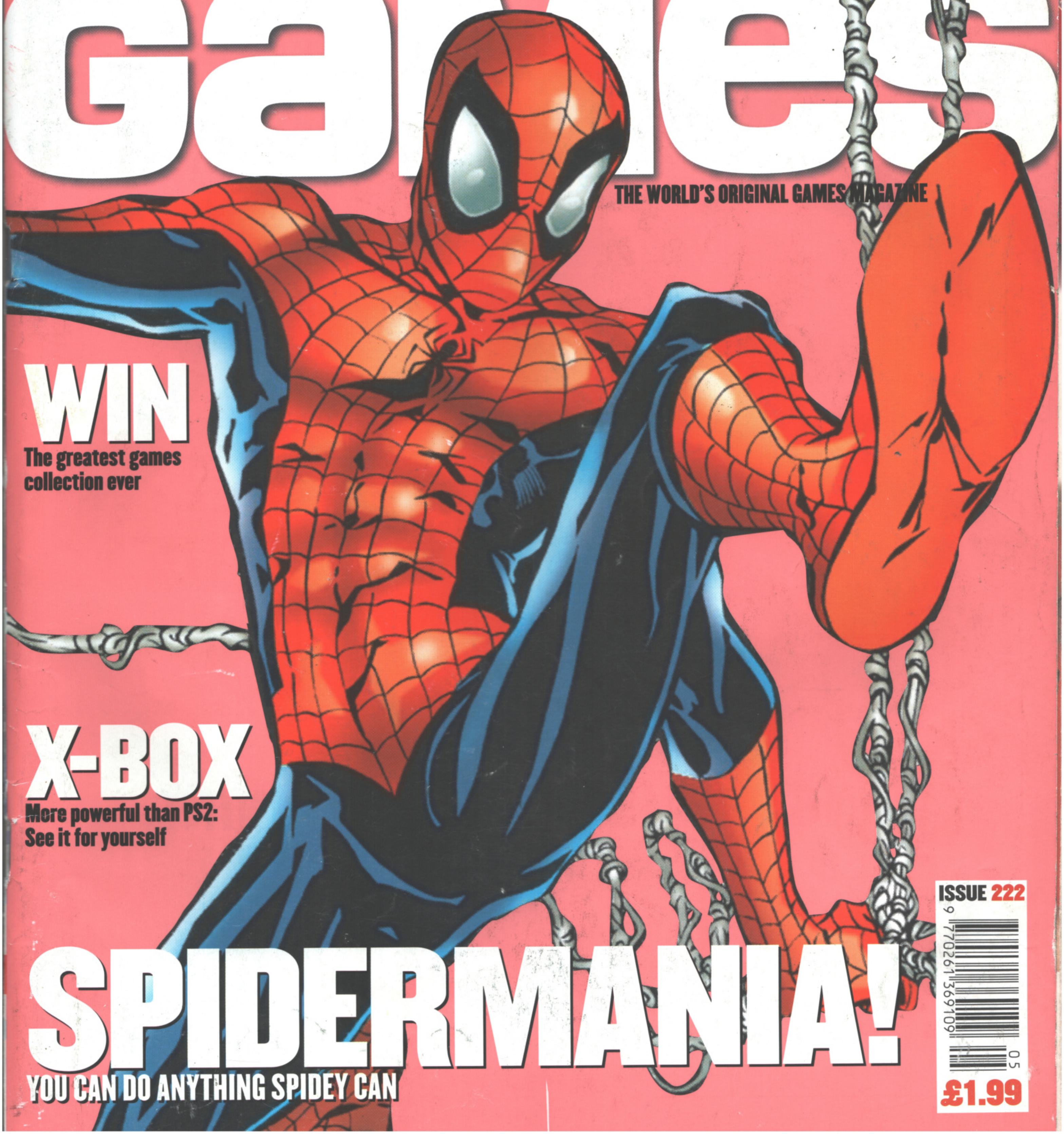

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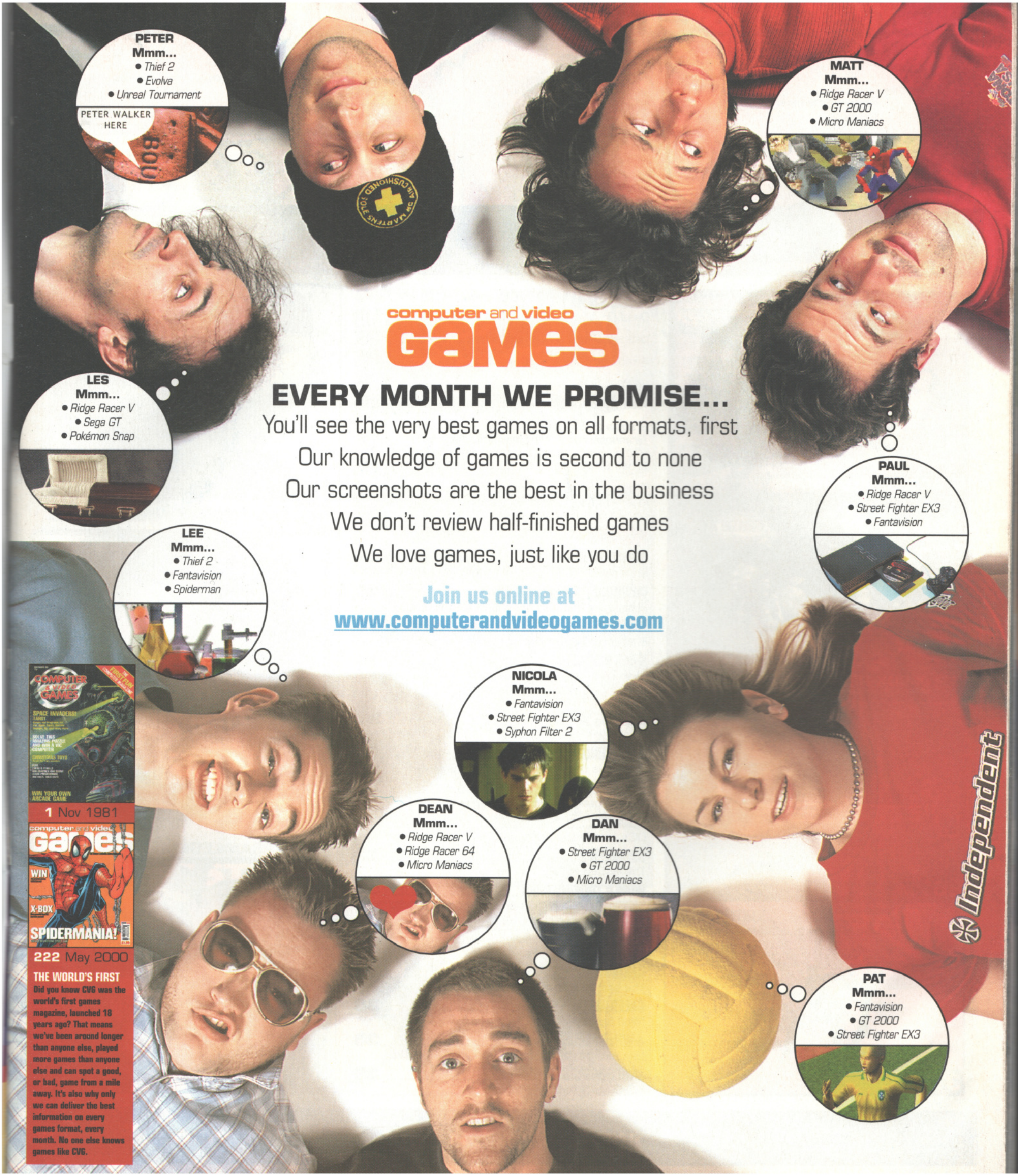

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- *Unreal Tournament*

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- *Ridge Racer V*
- *GT 2000*
- *Micro Maniacs*

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Mmm...
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- *Sega GT*
- *Pokémon Snap*

PAUL
Mmm...
- *Ridge Racer V*
- *Street Fighter EX3*
- *Fantavision*

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Mmm...
- *Thief 2*
- *Fantavision*
- *Spiderman*

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Mmm...
- *Fantavision*
- *Street Fighter EX3*
- *Syphon Filter 2*

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- *Ridge Racer 64*
- *Micro Maniacs*

DAN
Mmm...
- *Street Fighter EX3*
- *GT 2000*
- *Micro Maniacs*

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Mmm...
- *Fantavision*
- *GT 2000*
- *Street Fighter EX3*

1 Nov 1981

222 May 2000

THE WORLD'S FIRST

Did you know CVG was the world's first games magazine, launched 18 years ago? That means we've been around longer than anyone else, played more games than anyone else and can spot a good, or bad, game from a mile away. It's also why only we can deliver the best information on every games format, every month. No one else knows games like CVG.

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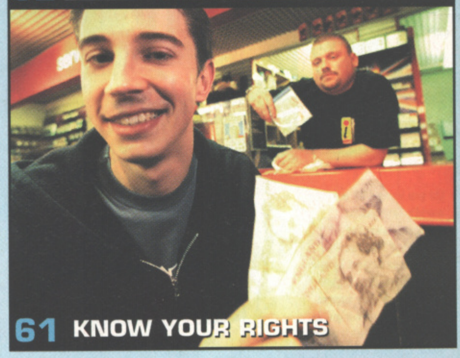

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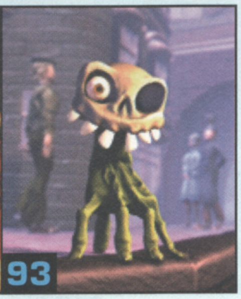
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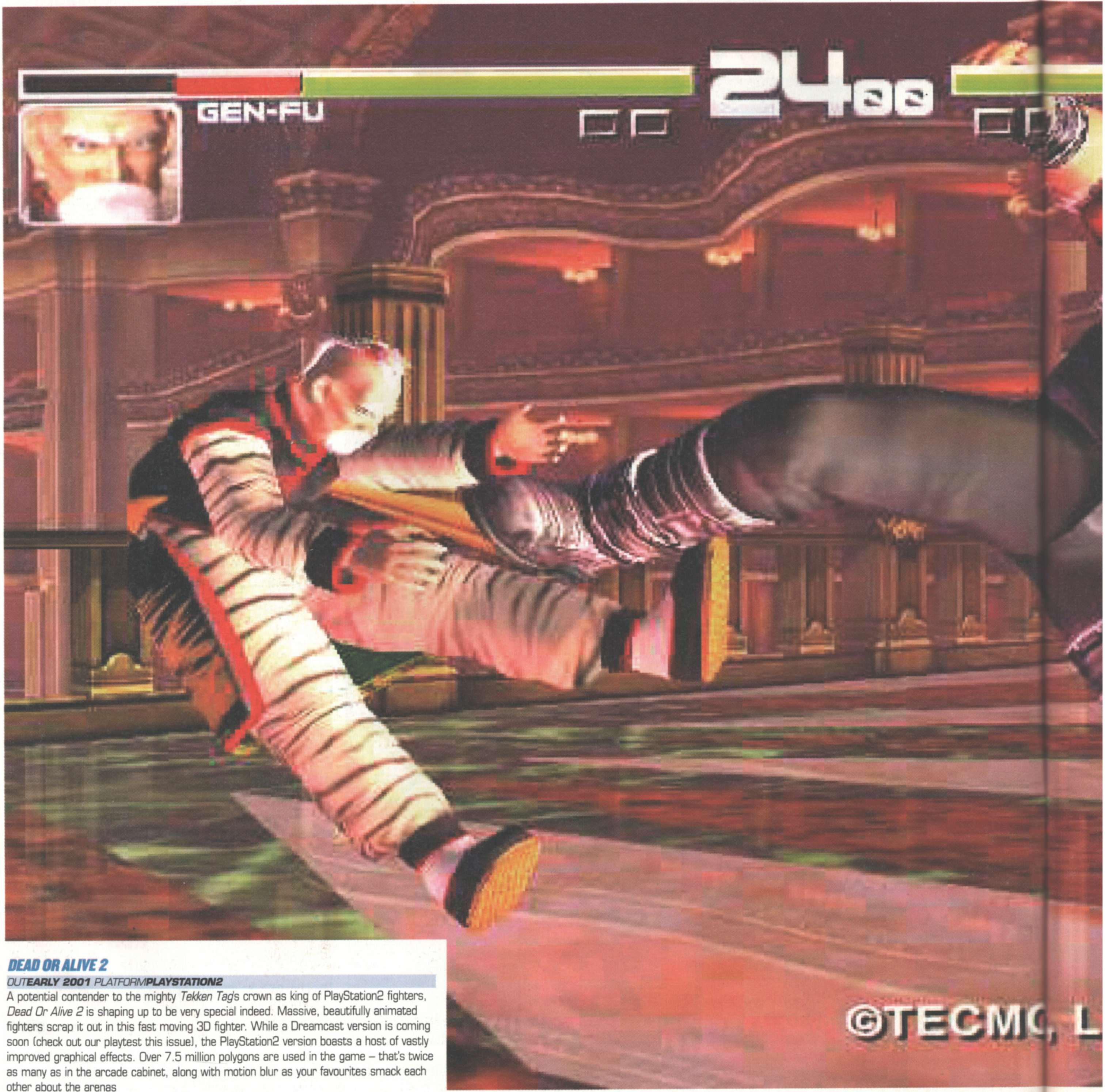
ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE



DEAD OR ALIVE 2

OUT **EARLY 2001** PLATFORM **PLAYSTATION2**

A potential contender to the mighty *Tekken Tag*'s crown as king of PlayStation2 fighters, *Dead Or Alive 2* is shaping up to be very special indeed. Massive, beautifully animated fighters scrap it out in this fast moving 3D fighter. While a Dreamcast version is coming soon (check out our playtest this issue), the PlayStation2 version boasts a host of vastly improved graphical effects. Over 7.5 million polygons are used in the game – that's twice as many as in the arcade cabinet, along with motion blur as your favourites smack each other about the arenas

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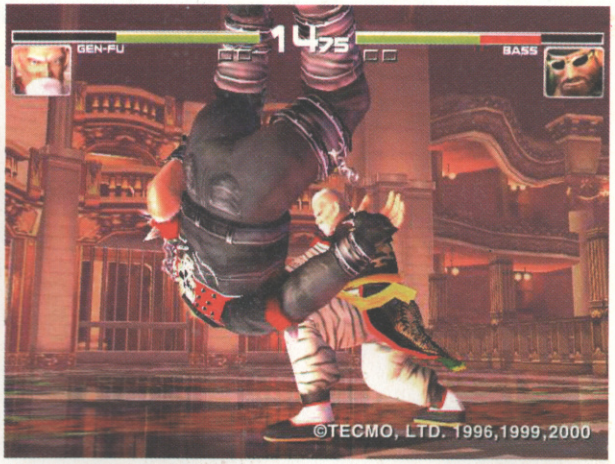
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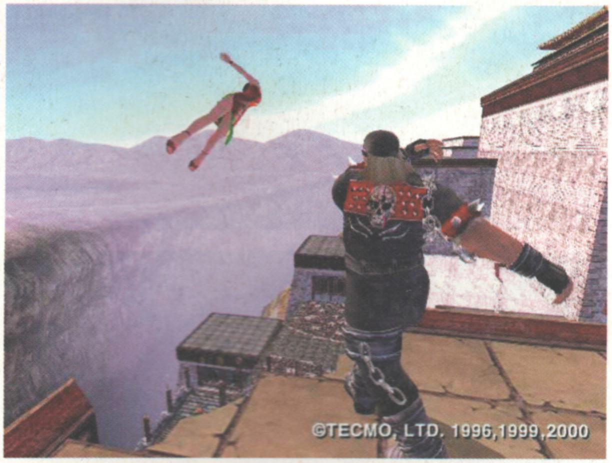
The game is sure to court controversy – and not just because it features buxom honeys in schoolgirl outfits. The action is bloody and brutal, and with characters looking as real as they do, it's sure to shock your granny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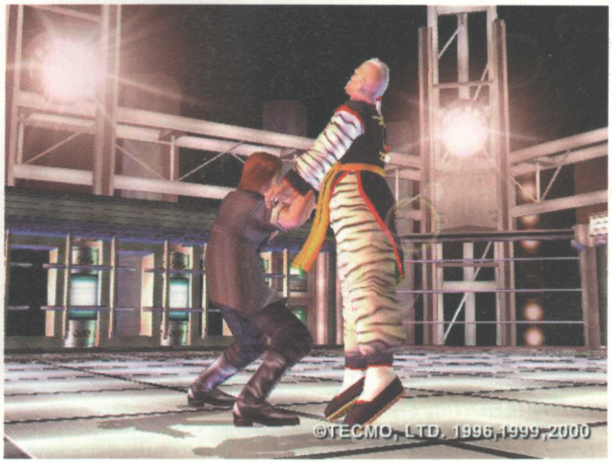
Past games have relied on such controversy to help mask an average game, but *Dead Or Alive 2* features fast-paced arcade action to die for. All the regular beat 'em up features you'd expect are included, from multiple modes of play to unlockable characters and arenas. *Dead Or Alive 2* should definitely be worth the wait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Dead Or Alive 2 sees your fighters battling in multi-level arenas of pain. You can use higher levels to your advantage or choose to skulk around on the lower levels waiting for the right moment to launch a devastating attack. This should make for more tactical bouts

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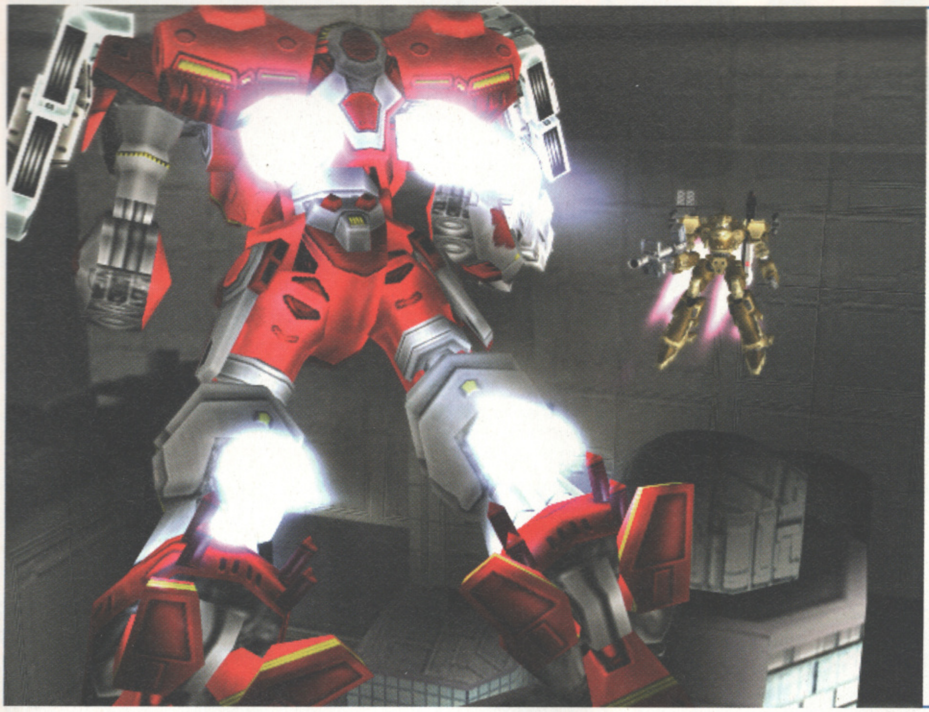
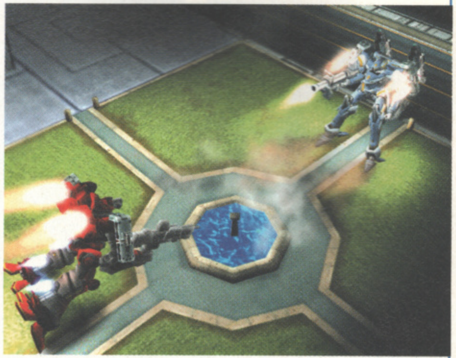


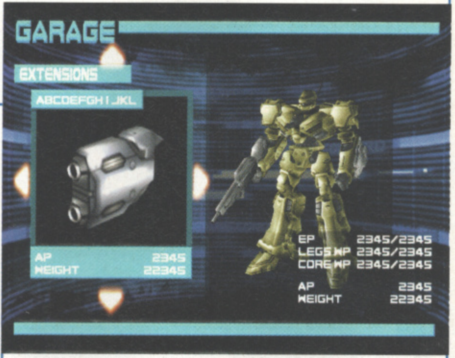
ARMOURED CORE 2

OUT **EARLY 2001** *PLATFORM* **PLAYSTATION2**

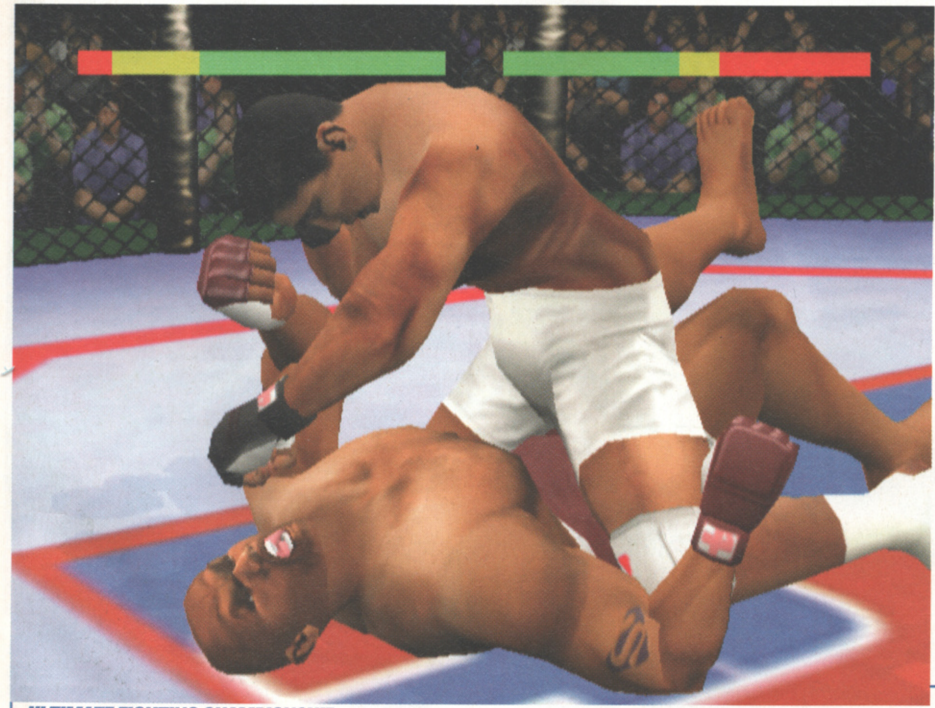
Who can resist the lure of taking control of massive Manga-style robots and pitching them into battle – especially when they look as good as this? The previous *Armoured Core* games have proven particularly popular with the Japanese gaming public

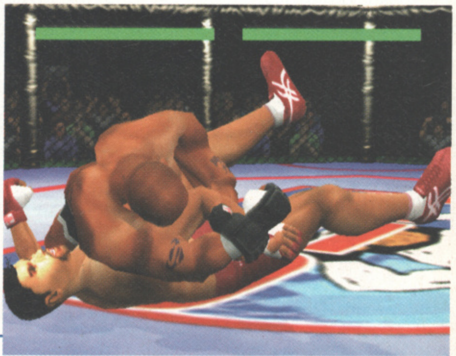


The game revolves around you piloting giant bots through missions ranging from simple escort duties, to all-out assaults on the enemy. There's some cool multiplayer action, too



You'll get the opportunity to upgrade or reconfigure your robots. Every aspect can be tweaked, from the design of the bot's shell to the guts of your machine. You're limited only by your imagination – and the amount of credits you've amassed





ULTIMATE FIGHTING CHAMPIONSHIP

OUT **LATE 2000** *PLATFORM* **PLAYSTATION/DREAMCAST**

No fireballs, no bouncing back after taking a 52-hit combo, just the bloodthirsty, real fighting that has made *UFC* banned in nearly all US states. We're promised super-realistic graphics, along with accurate character physics to help enhance the blood-letting experience

Ultimate Fighting Championship is inspired by the sports event of the same name (doh!) and sees masters of various fighting techniques battling in real no-holds-barred action. Choose from black belt Karate experts and kick boxing pros to Judo hulks

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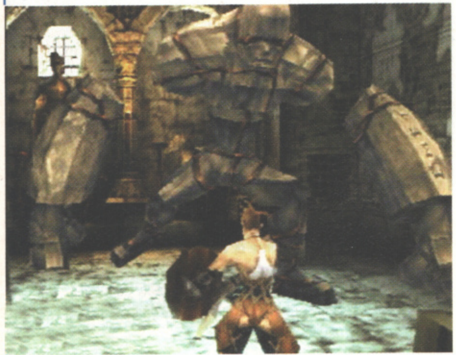
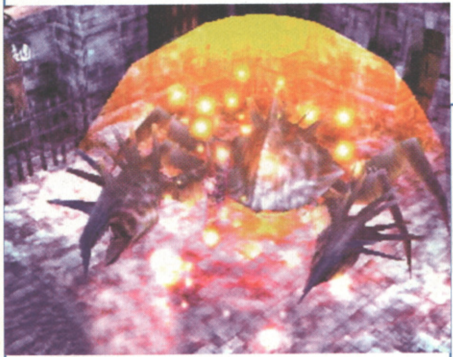
VAGRANT STORY

OUT**SUMMER** PLATFORM**PLAYSTATION**

Japanese players are already going nuts for *Vagrant Story*. The game's creator is Yasumi Matsuno, the man behind *Final Fantasy Tactics*. The atmosphere is much darker than usual, with a middle-eastern flavour. Most exciting is that fights are now in real-time



Vagrant Story promises lots of detail. Pull down the battle menu and you can analyse your hero's body parts. You can see how a particular attack will affect your arms and legs and attack power

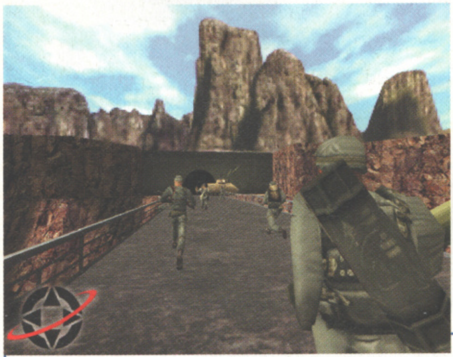


There's a whopping 300-plus weapons in *Vagrant Story*, each with different parts that you can mix and match. The story revolves around murder and political intrigue, with early sections playing out like a twisted game of Cluedo. Only better. And cooler

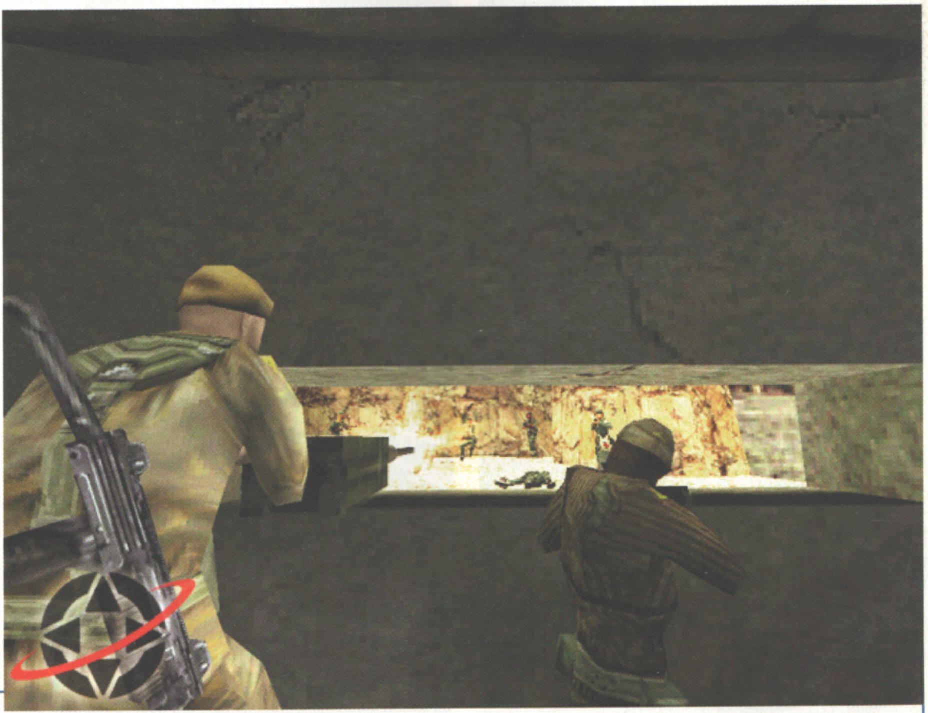
TEAM FORTRESS 2

OUT**AUTUMN** PLATFORM**PC CD ROM**

Team Fortress 2 lets players assign themselves roles within their chosen team. You choose from nine different classes, such as medic, commando, or spy, then fulfil the duties specific to your character. Likely to be the next big thing in first-person online multiplayer gaming



Standalone spin-off game inspired by *Half-Life* and the first *Team Fortress*. Features first-person shooting with an emphasis on teamwork. Two teams frag each other senseless over a network or the Net and win points by meeting mission objectives



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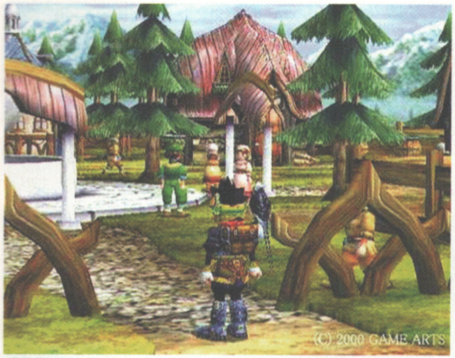
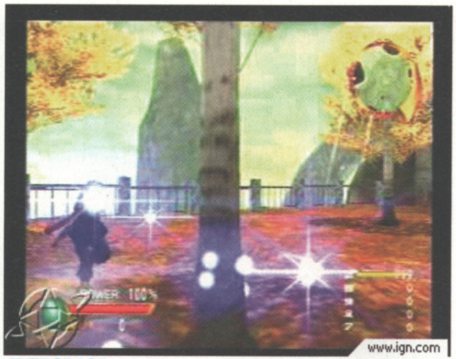


GRANDIA 2

*OUT***TBC** *PLATFORM***DREAMCAST**

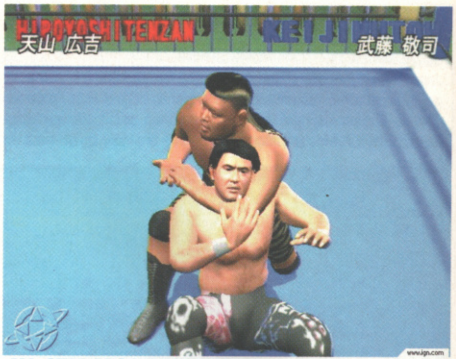
The legendary Saturn and PlayStation RPG gets a full 3D makeover. The original's sprites have been replaced by detailed polygonal characters. Action is fast-moving and has an arcadey feel. Gorgeous visuals and an epic quest could make this the last word in Dreamcast RPGs



EVERGRACE

*OUT***EARLY 2001** *PLATFORM***PLAYSTATION2**

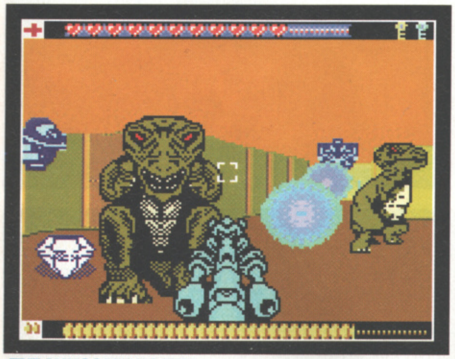
Stunning looking RPG with a new battle twist. *Evergrace* introduces a variable attack counter. You'll have to be a quick-thinker in battle, as certain moves and attacks are only available when the bar reaches certain points. The type and number of monsters encountered affects the counter. Cool battles but linear



ALL-STAR PRO WRESTLING

*OUT***TBC** *PLATFORM***PLAYSTATION2**

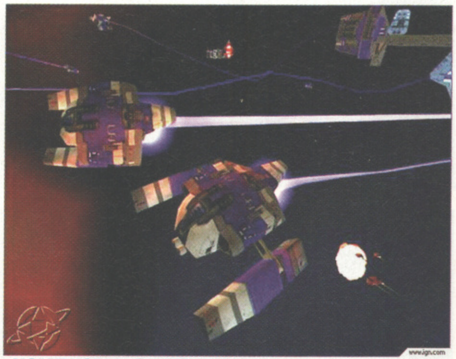
Square, the team behind some of the best RPGs in the history of the world, turn their hand to this real-life wrestling simulation. The game will feature – and be endorsed by – actual Japanese professional wrestlers, so expect a great deal of realism in both graphics and gameplay



TYRANNOSAURUS TEX

*OUT***SUMMER** *PLATFORM***GAMEBOY COLOR**

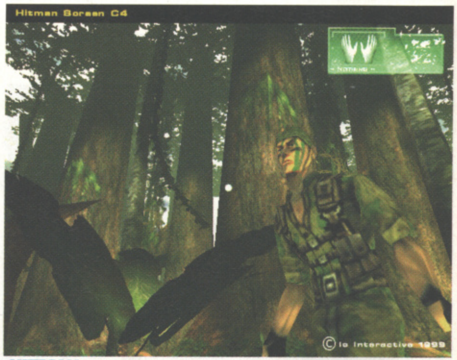
First-person shooting, *Turok*-style. *Tex* uses a smooth, fast-moving 3D engine to let you battle dinosaurs and robots in corridor mazes and open spaces. Features 18 levels and a two-player deathmatch mode (via a link cable). Looks like it will push Game Boy to its absolute limit



HOMEWORLD: CATACLYSM

*OUT***SUMMER** *PLATFORM***PC CD-ROM**

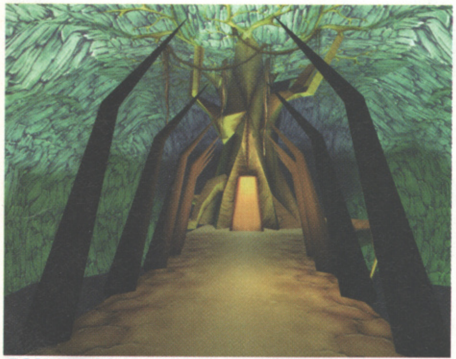
Sequel to the critically acclaimed 3D space strategy game. Promises new fleets of ships for you to command, some even capable of morphing and cloaking to help you with infiltration missions. The 18 new single-player missions stem from you unwittingly releasing an ancient evil into your solar system. Oops



HITMAN

*OUT***SUMMER** *PLATFORM***PC CD-ROM**

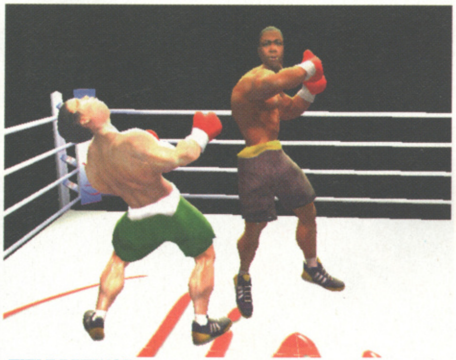
Carry out hits on important government figures in this first-person shooter. Promises a mixture of stealth, sniping and all-out action. An adult storyline and atmosphere similar to *Metal Gear Solid* make this one to watch. You can manipulate and interact with objects and characters as you would in real life. Allegedly



ROSWELL CONSPIRACIES

*OUT***WINTER** *PLATFORM***N64/DREAMCAST**

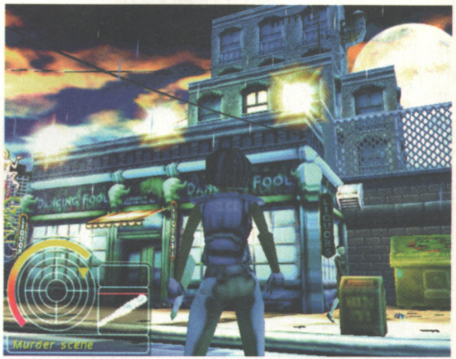
Based on the cartoon billed as 'the X-Files for kids'. The game features cartoon-style graphics and promises to stay true to the animated series. Features fully 3D environments, free-roaming action, awesome sci-fi weaponry and a selection of cool cartoon vehicles to use to your advantage



TITLE DEFENSE

*OUT***EARLY 2001** *PLATFORM***PC/DC/PS2/DOLPHIN/X-BOX**

Heavyweight next-gen boxing game with a balance of arcade action and pure simulation. Super high-res characters and a crowd that react to the actions of the fighters, along with blow-by-blow commentary and real-time damage. One of the earliest games to be announced for Dolphin and X-Box



URBAN CHAOS

*OUT***WINTER** *PLATFORM***DREAMCAST**

A conversion of superb PC and PlayStation game, *Urban Chaos* features D'arcy Stern in a Lara-beating (not literally) adventure that tests your stealth, agility and martial arts skills. To save your city you'll have to think, fight and drive your way through the game's 30 levels. Events happen in real-time, making play different every time

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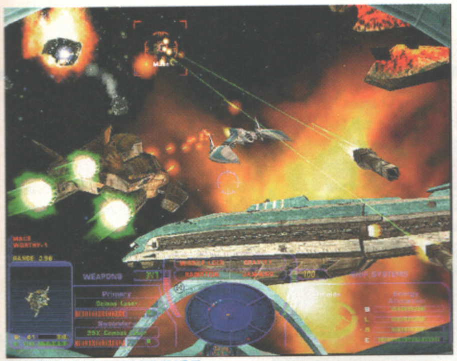
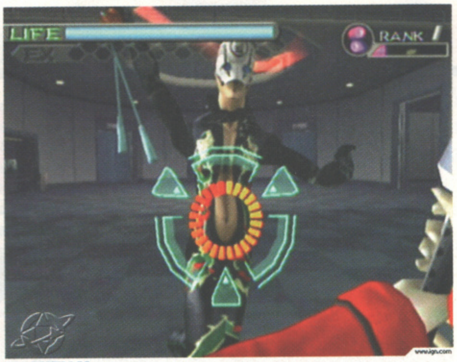


TACHYON: THE FRINGE

*OUT***SUMMER** *PLATFORM***PC CD-ROM**

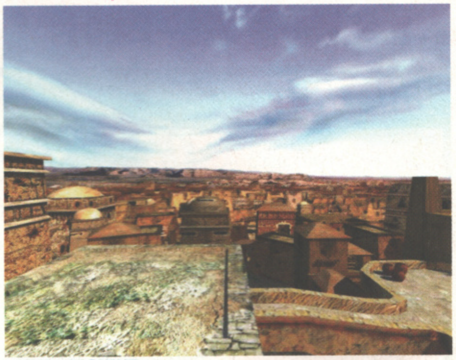
Play as space rebel Jake Logan in this epic space opera. Journey to the far reaches of the galaxy, as you find yourself in the centre of a power struggle between government corporations and a rebel group called The Bora (honestly). You can fight for either side or go it alone, with the choices you make drastically altering play



MAKEN X

*OUT***AUGUST** *PLATFORM***DREAMCAST**

Awaken the soul of the Maken, an evil, spiritual sword, then run away as things turn sour. It's the first first-person game on DC, and more of a slasher than a shooter. Has a cool targeting system similar to *Zelda* and features loads of puzzles. The US version was slated for it's awful voice acting, though the game itself is solid



TIME MACHINE

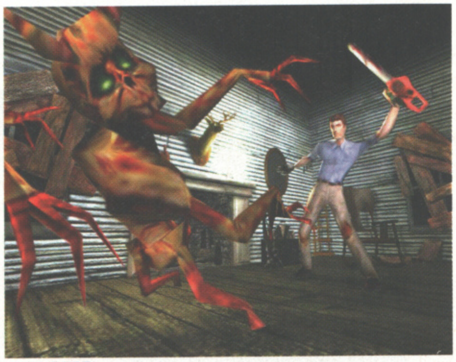
*OUT***SUMMER** *PLATFORM***PC CD-ROM**

Inspired by the H G Wells novel, *Time Machine* sees you solving puzzles in a strange world of the future. Plays in a similar way to *Resident Evil*, but without the gore. The camera is fixed but pans left, right and zooms. Thanks to alledgedly advanced AI and the injection of 'life' into characters, it should play differently every time

ALICE IN WONDERLAND

*OUT***TBC** *PLATFORM***PC CD-ROM**

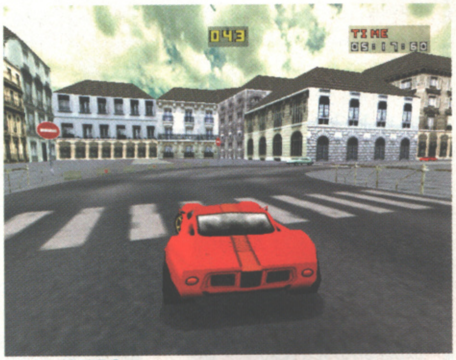
Not a fluffy kid's title, Alice uses the *Quake 3 Arena* engine (not that you'd know from this early shot). Action takes place in third-person. Alice and weird feline buddy The Cheshire Cat try to defeat the evil Queen of Hearts after they're summoned back to a twisted version of the Wonderland we all know and love



EVIL DEAD

*OUT***AUTUMN** *PLATFORM***PC CD-ROM**

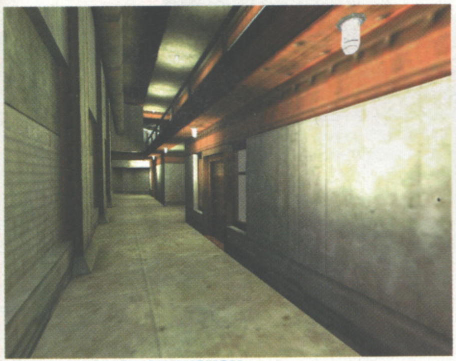
Relive the horror of the Evil Dead movie trilogy in this 3D adventure. You take the role of Ash, voiced by original star Bruce Campbell, as you battle the 'deadites' who have leapt forth from the Necronomicon – the Book of the Dead. Features special background lighting and morphing effects to add to the horror



TEST DRIVE 6

*OUT***SUMMER** *PLATFORM***PLAYSTATION**

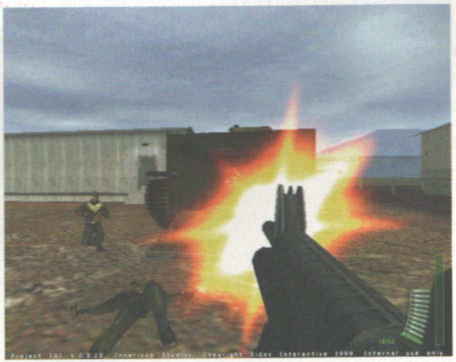
Latest outing for the long-running arcade racer series. Features over 40 unique, licensed cars and 11 new tracks to burn up. Obstacles in the road can be smashed out the way and there'll be shortcuts to help you be first to cross the line. The police have better AI now – they'll hunt you down as a team



THE WORLD IS NOT ENOUGH

*OUT***APRIL** *PLATFORM***PLAYSTATION2/PC/PLAYSTATION**

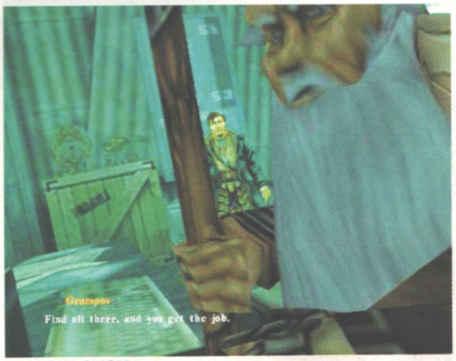
PlayStation owners may finally be getting a *GoldenEye* of their own. The latest Bond game is a first-person perspective stealth shooter that promises to stay true to the movie. Environments will be instantly recognisable to fans and play should include gadgets galore. The PC and PS2 versions use the *Quake 3* engine


Project IGI v.0.0.20, Innerloop Studios. Copyright Eidos Interactive 1999 Internal use only

PROJECT IGI

*OUT***JUNE** *PLATFORM***PC**

Wants to be *GoldenEye*-plus for PC – think your way in, shoot your way out. Emphasis is on playable realism, so two or three shots kill. There's a nuclear plot, cool gadgets, lock-picking and realistic weapons and environments – hiding from a Browning heavy machinegun behind a thin wall is useless. Looks promising



ANACHRONOX

*OUT***AUTUMN 2000** *PLATFORM***PC**

3D roleplaying adventure where you control up to three characters at once in your quest to uncover an extinct alien race with secrets of advanced technology. Features third-person camera 3D battle sequences, mini-games, more than 100 levels, 150 monsters, make-your-own-weapons, and uses a modified *Quake 2* engine

CRUEL BRITANNIA!

WHY ARE BRITS BEING CHARGED MORE FOR GAMING?

WORDS:**LEE SKITTRELL** PICS:**MATT HOWELL**

BRITISH

"Maybe Dreamcast's more expensive because someone thinks we're prepared to pay for better quality."

Daryl Finn (16)

"They want to make more money from Dreamcast. You still can't game online – it's crap value for money."

Simon Norton (17)

"It's a rip off. Dreamcast may be be more expensive because more people want it over here."

Daniel Brooks (14)

computer and video
games

"DC games are expensive. It'd take months to save up. People would buy more if they were cheaper."

Lewis Cokayne (11)

"It's got to be the Government's fault – they just want to make money out of us."

Liam Philpott (14)

"The price difference would put me off buying Dreamcast here. But I've already sold my DC."

Damien Derrick (12)

CVG RECKONS

So, you've seen the figures. While there are undoubtedly better deals to be had in both countries, we've tried to compare like with like to get a truly representative snapshot. N64 is over a quarter more expensive, but it's already so cheap the difference in pounds is less than half that of Dreamcast's. In short, DC doesn't come out very well in this survey. So we polled players in Calais and Dover to find out what they thought, and most of them thought the price difference was a rip off, though French players were a bit happier with DC than their British opposites.

BLAIR'S ON THE CASE

Our figures also mirror those of a new Government commissioned price comparison survey. The Department of Trade and Industry found Dreamcast 19%, 20% and 34% more expensive here than in France, Germany and the US, respectively. DC was one of just eight products significantly more expensive (PlayStation games, notably, were not). Why we're paying more in the UK isn't yet clear, but Tony Blair's trade maestro, Stephen Byers, has pledged to find out more and could ultimately refer the matter to the Office of Fair Trading. Retail, marketing and distribution costs, as well as exchange rate movements and taxation may be to blame, though if you exclude VAT and sales taxes, we're still more expensive.

WHERE'S ALL THE MONEY GOING?

All of which means higher UK prices might be down to the UK Government for setting import and excise duties too high. Or, it may simply be shops cashing in on a new phenomenon. Either way, the fact that the Government has pledged to tackle high prices is good news for players. If the price differences are down to profit, though, then this could be an embarrassing revelation for Sega. We'd like to have heard Sega's response on pricing, but nearly two weeks and three PR people later, we've still no word. Maybe they're too busy handling press queries after telly watchdog the ITC dubbed Sega's initial advertising about Dreamcast's online capability 'misleading.' Whoops.

FRENCH INCOMPATIBILITY

One final word to the wise – don't go rushing off to France to buy a DC – you may well lose any savings you make getting a French DC to work with UK power supplies and telephone connections.

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FOR YEARS

FOR YEARS we all quietly grumbled as we handed over £40 for cool new games and wept when we shelled out big wads for a new console or PC. But we consoled ourselves knowing that the whole world was in the same boat. Not so. The growth of the Net and arrival of the Euro have made it easier to compare international prices, and now everyone knows about Rip Off Britain. Clothes, burgers, aftershave – all seem to cost more for us and gaming's just the same. Us poor ol' Brits have finally had enough – even the Government's investigations found Dreamcast to be a fifth more expensive for us than the French. So, CVG went to France to check out what our Continental chums are paying. And we found …? You guessed it, players in Dover may only live 25 miles from Calais, but they're a world apart in the cost of gaming – particularly when it comes to DC.

DREAMCAST

BRITAIN

- ● Dixons, Dover: Console only: £199.99/ With three top games: £319.96
- ● Argos, Dover: Console only: £199.99/ With three games: £318.49

FRANCE

- ● Dock Games, Calais: Console only: £157.41/ With three games: £234.45
- ● Auchan Hypermarket, Calais: Console only: £157.41/With three games: £263.31

PLAYSTATION

BRITAIN

- ● Dixons: Console: £79.99/ With three games: £178.96
- ● Argos: Console: £79.99/+ games (Platinum) £138.49

FRANCE

- ● Dock: Console: £73.58/ With games: £170.17
- ● Auchan: Console: ££73.58/ With games: £171.10

N64

BRITAIN

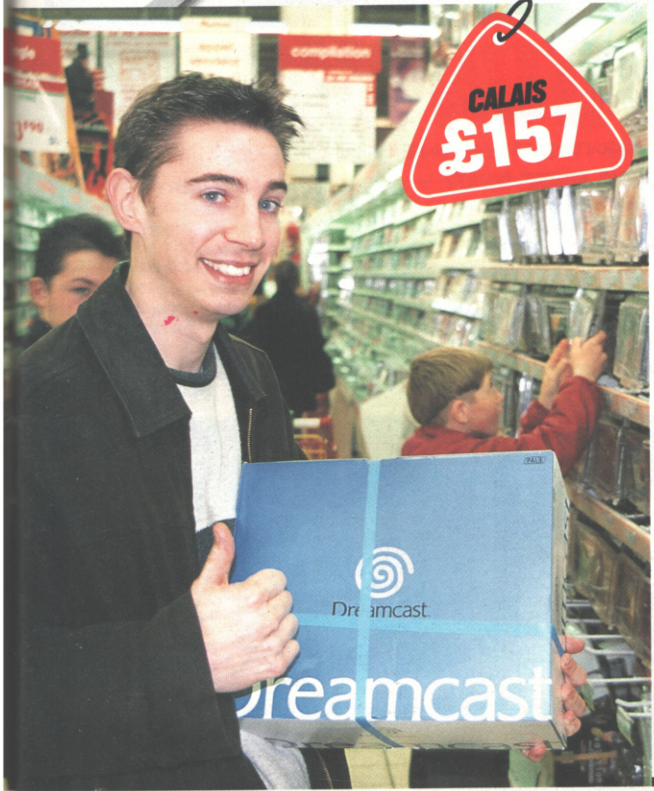
- ● Dixons: Console: £69.99/ With games: £219.96
- ● Argos: Console: Dropped from catalogue

FRANCE

- ● Dock: Console: £41.82/ With games: £144
- ● Auchan: Console: £60.45/ With games: £166.35

WHAT DOES IT ALL MEAN?

We found British shops on average more expensive than France to the tune of: Dreamcast console: £42.58, 21.3% (£70.34 or 22% with three top games); PlayStation console: £6.41, 8%; N64 console: £18.86, 26.9%



"Sega's machine is more expensive for you because it sells more – so they charge more."

Antoine Heranvas (14)

"Maybe it costs more because the UK is even further away to export from Japan than France."

Antoine Kelle (13)

"Dreamcast is good value for money even if you buy in Britain but the games are expensive."

Francois Xavier (12)

"I've already got a PlayStation and Game Boy but I'd buy a Dreamcast, even in the UK."

Rudy Heux (12)

"I would not be happy about paying that price for a Dreamcast in England."

P. Gressier (23)

"The taxes affect the prices – the UK is an expensive island. DC is good but PS2 is better."

Philippe LeBrun (17)

FRENCH

PLANET CVG

■ DOLPHIN Cartoon adventure The Road To El Dorado is to release on Nintendo's Dolphin as well as the PS2. Due next year.

■ DREAMCAST A DC exclusive version of *Prince Of Persia 3D* is on the way. The PC game was massively popular, almost rivalling Lara in the run up to Christmas.

■ PLAYSTATION2 Konami is working on a giant mech combat game called *Red*. Due in September in Japan, with a UK release to follow.

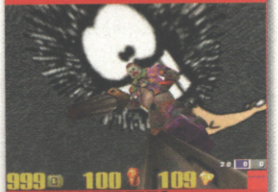
■DREAMCAST *Dead or Alive 2* has been snapped up by Acclaim for UK release. Review next issue.

■ PLAYSTATION Despite saying the *Tomb Raider 4* would be the last, *Tomb Raider 5* is well underway for PS release. Due Christmas.

■ DREAMCAST A *Diablo*-style online RPG called *Rune Jade* is nearing completion. .

■ PLAYSTATION2 Psygnosis are currently working on *Wipeout* and *F1* for the PS2. Yummy.

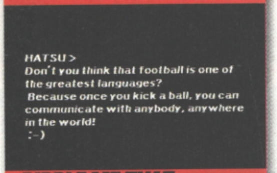
THINK YOU KNOW A GAME INSIDE OUT?



RIDDLE ME THIS...

This hairy easter egg is hidden on which level of *Quake 3 Arena*? There's some clues in the picture but if you're still struggling, check out our *Quake* cheats in What You Need To Know, and add the line /noclip so you can fly. Or search *Quake* sites on the Net.

Answer: Underneath Q3DM16.



HATSU >
Don't you think that football is one of the greatest languages?
Because once you kick a ball, you can communicate with anybody, anywhere in the world!
:-)

RIDDLE ME THAT...

True fans of football know how beautiful the game is. It truly is a universal language. Only one PlayStation football game shares your passion, and it lets it slip with this odd little screen. Have you seen it? We'll give you a little clue: If you're not playing *ISS Pro Evolution* you'll never see it.

Answer: Win a cup and let the credits roll right to the very end

ARE YOU THE MAN?

Prove it to your mates by beating these challenges...

TOMB RAIDER: THE LAST REVELATION (DC, PS, PC)

In the training section you race young Lara against the clock. You might think you've got it licked, but are you better than the guys who made the game? Core's Lara team has laid down the gauntlet with a time of 1 min 27 secs on the PC.

UNREAL TOURNAMENT (PC, MAC)

So you're a crackshot killing machine and you've had Multikill and even Ultrakill. What about Mmmmonster Kill three times on the trot – only using the sniper rifle with bots set to expert difficulty or higher?
Tip: Camp on high in the Facing Worlds Capture the Flag level and cover the bot respawning points.

■ **Have you got a challenge for CVG's readers? Send it in, along with proof that you've done it, to our usual address, marked I Am The Man.**

GETTING YOUR DREAMCAS

WHAT'S THE POINT? IS IT LEGAL? IS IT SAFE? ONE MINI-GUIDE COMING UP...

GAMES SHOPS

GAMES SHOPS up and down the country are claiming they can make your UK machine run all the latest games from Japan and the US by soldering a new chip inside. It won't let you play pirate games, so you're morally okay, but if it all goes wrong you lose £200-worth of games machine, and Sega thinks that'll serve you right. We decided to risk it in the name of research, using the Editor's personal Dreamcast.

WHO, WHERE, WHAT?

WHAT IS THE POINT OF THIS?
If you've got a UK PAL system, you can play US and JAP games on your DC months before the official UK versions appear (and sometimes they never do). If you've got a Japanese import, the same chip will let you play UK PAL games.

HOW MUCH WILL IT COST?
£50, or thereabouts. You'll have to pay a bit extra for postage unless you can drop it into the shop yourself.

IS IT LEGAL?
Yes. But Sega doesn't like it.

WILL THE CHIPPED MACHINE BE GUARANTEED?

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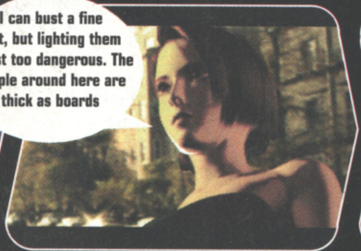
RESIDENT EVIL 3: NEMESIS

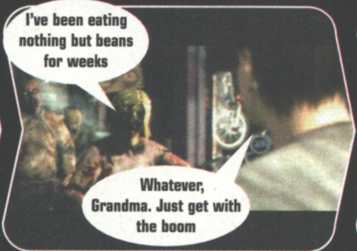
CVG'S ALTERNATIVE OPENER FOR THIS YEAR'S FIRST BIG SURVIVAL HORROR BLOCKBUSTER...

GRADY'S INN
UMBRELLA

Raccoon City, venue of the inaugural Fart Ignition Championships


I can bust a fine fart, but lighting them is just too dangerous. The people around here are thick as boards

This year's judge is Jill Valentine – a fearsome trumper. Her 'Air Biscuit of Doom' can kill


I've been eating nothing but beans for weeks
Whatever, Grandma. Just get with the boom

Local hero Annie 'Rank' Rankton steps into the arena – with a lit match strapped to her ass

Get ready for the thunder everybody
Phhhrrrtttt!

The contestant assumes the optimal delivery stance, then untenses her long-closed arse

Methane
combus

YOUR STEP-BY-STEP GUIDE TO GETTING YOUR DREAMCAST FRIED...

FISHING FOR CHIPS

Costs, warranties and mail delivery services differ from shop to shop. We checked out a few...

● Cyber Net (020 8789 7196)
Area: Putney
Rate: £50
Mail order: Yes
Warranty: 12 months

● New Age Consoles (020 8686 7700)
Area: Croydon
Rate: £50
Mail order: Yes
Warranty: 90 days

● Dreamware (01642 873387)
Area: Middlesborough
Rate: £50
Mail order: Yes
Warranty: 3 months

● White Dog Games (01782 865541)
Area: Stoke-on-Trent
Rate: £50
Mail order: Yes
Warranty: 3 months

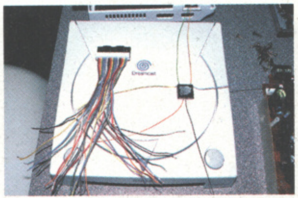
● ARC Games (01372 215086)
Area: Croydon
Rate: £45
Mail order: Yes, exclusively
Warranty: 12 months

1 This is Matt's own Dreamcast and I'm taking it to be chipped. He'll be gutted if it doesn't work

2 We tried Cyber Net in South London. Hope they know what they're doing

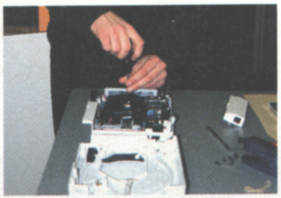
3 Handed over Matt's DC. Felt excited and worried. Two minutes later it was in 1000 bits

4 This is the main board Cyber Net has to add the new chip to. All DC boards can be chipped



5 The chip. Some firms use a 24-wire chip, most now solder in the simpler-to-use and newer six-wire version

6 Tom gets busy with the soldering iron. He knew we were in a rush so did it for us on the spot



7 Matt's DC gets bolted back together, I hand over £50 and leave with my finger's crossed

8 It worked and Matt's well chuffed. *Code Veronica* sessions are now on the cards

Wanna play the amazing *Virtual On: Oratorio Tangram* on DC? A UK release is unlikely but with a chipped DC...

AST CHIPPED

WORDS:**DEAN SCOTT** PICS:**MATT HOWELL**

Many games shops will give you a guarantee. Cyber Net (020 8789 7196) in South London did ours, and it offers 12 months peace of mind.

WHERE CAN I GET IT DONE?

Ask at your local games shop, or check the ads at the back of CVG.

WHAT'S SEGA'S VIEW?

Sega says: Don't do it. The official word is that chipping your DC is a one-way street to Badness Central: "Any attempt to alter or modify the internal components of your Dreamcast will automatically invalidate your warranty. The 'chipping' of DCs is not endorsed by Sega and we would strongly recommend against it."

CVG RECKONS

The facts are in front of you. Only one person can decide if it's worth the risk – you. We'll keep you updated on how our chipped DC performs.

PLANET CVG

■ DREAMCAST The sequel to *Shenmue*, called *Shenmue 2* (doh!), will feature chapters two, three, four and five. Action will take place in a bay, a city, a castle and in Hong Kong. No release dates yet but *Shenmue 3* is already underway.

■ PLAYSTATION2 News of reported problems with PlayStation2 and memory card DVD corruption has been followed by a big fall in the price of Sony's shares. So Sega has something to smile about at last.

■ PLAYSTATION2 A demo of *Unreal Tournament* running on PlayStation2 has been unveiled in America. It looks stunning with amazing textures and high speed action, but will only be a one-player game.

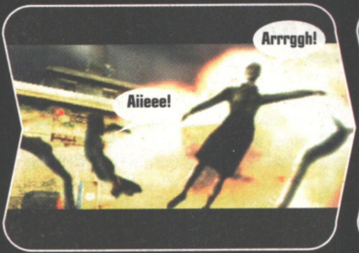
■ PLAYSTATION2 Activision has confirmed a new version of *Tony Hawk's Pro Skater* for PlayStation2. It may be an enhanced version of the original, but should be ready for the US launch of the machine, with a UK conversion following quickly after.

■ PC Yet another Star Trek game is warping on to PC from Activision. This time though, it's a space sim set in the Star Trek: Next Generation universe called *Star Trek: Bridge Commander*. Picard and his crew will be hitting the PC next year.

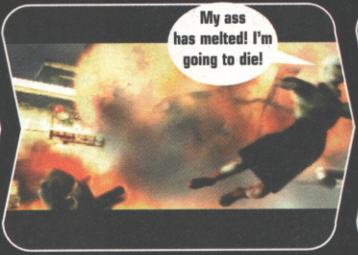
■ PC The sequel to *Commandos* draws ever nearer, with Eidos releasing an AVI of the game (it's on our web site). Check it out now at www.computerandvideogames.com.

CVG'S MOST WANTED

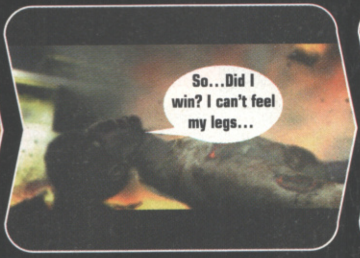
The games we can't wait to play...
1/*Perfect Dark* (N64)
2/*Metal Gear Solid 2* (PS2)
3/*Zelda: Mask of Mujula* (N64)
4/*Shenmue* (DC)
5/*Black & White* (PC)
6/*Final Fantasy IX* (PS) and *X* (PS2)
7/*Commandos 2* (PC)
8/*Pokemon Gold/Silver* (GB)
9/*Gran Turismo 2000* (PS2)
10/*Diablo 2* (PC)


Arrrggh!
Aiieee!

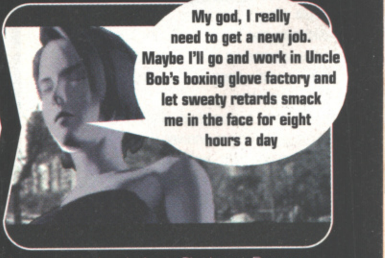
Methane meets flame in a superb piece of combustion. A badly singed sphincter pains her


My ass has melted! I'm going to die!

The crowd scatters in the ensuing explosion. Old Eddie Smith's nose gets ripped off, lucky him...


So...Did I win? I can't feel my legs...

The exercise a success, poor Annie Rankton lies in a pool of warm diarrhoea and snot


My god, I really need to get a new job. Maybe I'll go and work in Uncle Bob's boxing glove factory and let sweaty retards smack me in the face for eight hours a day

Rankton is declared winner. She leaves Raccoon City with a cheque. Some turd has dried in her hair

SPOT THE DAN

HE'S YOUR MAN FOR PRIZES

Spot where we've hidden a cut-out of Dan's pug-ugly mug and you could win a beautiful Digimon Version 2. State the page number on a postcard to our usual address marked Spot The Dan Competition. Just don't stare too closely at Dan's face or you'll go blind.

Train and battle Baindai's Digimon virtual pets

WIN

A CASE OF CAPRI-SUN

EXTRA LARGE
Capri-Sun
XXL
ORANGE
Orange fruit drink made with real juice

*CVG*s a big fan of Capri-Sun and to celebrate the launch of Capri-Sun XXL we've teamed up with them to give away a whole case of the refreshing thirst-quencher.

To stand a chance of winning, all you've got to do is answer the following question, write your answer down on a postcard and send it to: Capri-Sun's Great Compo, CVG, 338-246 Goswell Road, London.

How big are the newly launched packs of Capri-Sun?

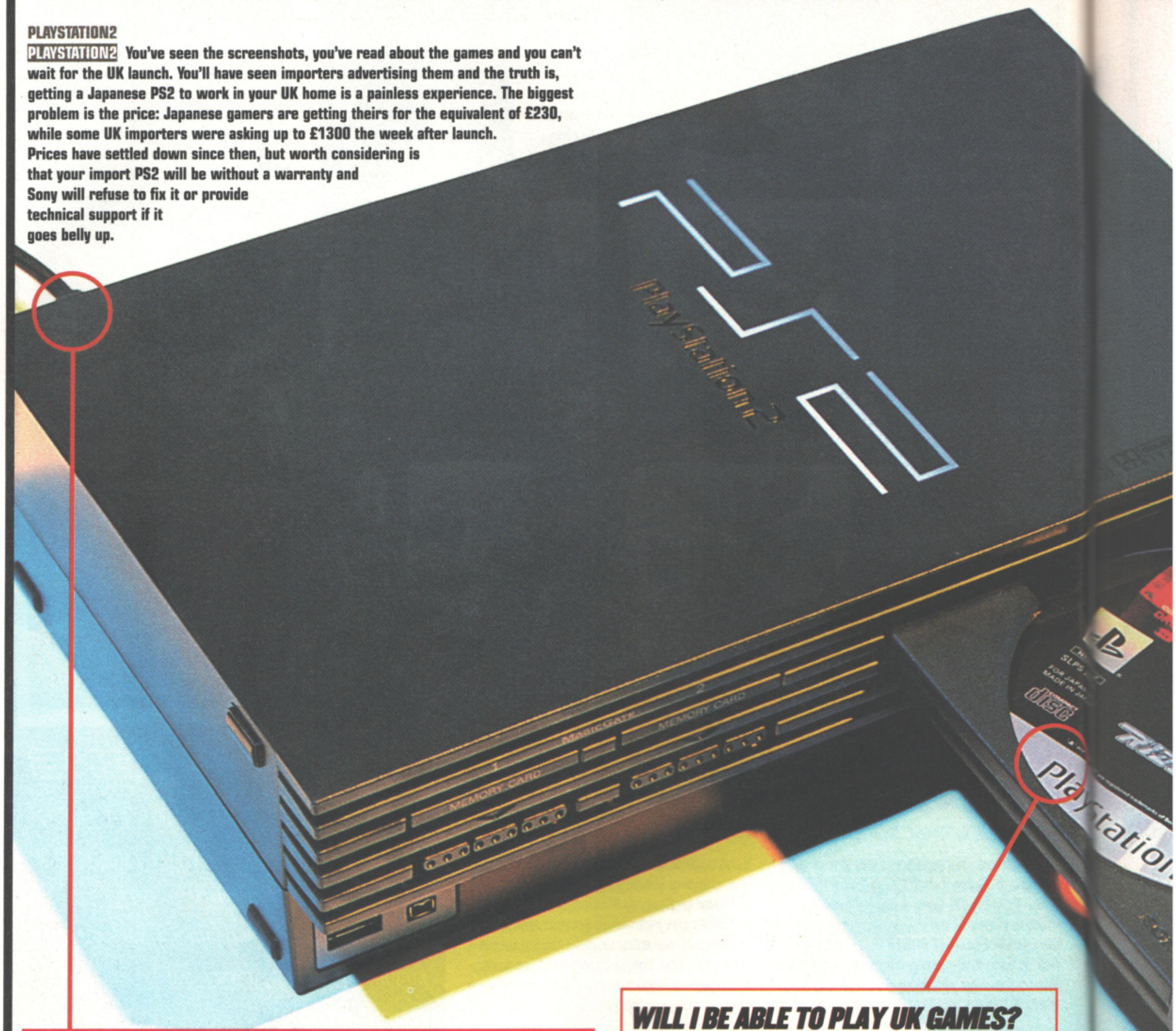
A L **B** XL **C** XXL

PLAYSTATION2: SHOULD Y

IF YOU WANT TO BE THE FIRST TO OWN ONE, THERE'S SOME STUFF YOU NEE

PLAYSTATION2

PLAYSTATION2 You've seen the screenshots, you've read about the games and you can't wait for the UK launch. You'll have seen importers advertising them and the truth is, getting a Japanese PS2 to work in your UK home is a painless experience. The biggest problem is the price: Japanese gamers are getting theirs for the equivalent of £230, while some UK importers were asking up to £1300 the week after launch. Prices have settled down since then, but worth considering is that your import PS2 will be without a warranty and Sony will refuse to fix it or provide technical support if it goes belly up.



TV OUTPUT

Japanese PS2s come with an RGB cable as standard. Your TV might not support RGB, and even if it does you might find the TV output unacceptably fuzzy. If you're running your existing PS through a Sony SCART cable, you can use this with PS2 for better picture quality. If you're currently playing PlayStation through a standard RF (aerial) connection, you can forget about a Japanese PS2. If your TV hasn't got SCART, you'll have to wait for the UK version later in the year. Or buy a new TV.

POWER SUPPLY

If you plug a Japanese PS2 into a UK power-point it will die. So don't do it. The Japanese power supply is of a lower voltage than the UK, and your spanking new PS2 wouldn't suffer the higher power input lightly. To avoid this you need to invest in a step-down converter, which converts the power input to Japanese-friendly levels. These cost around £15-20 from importers, and you might get one as part of the package, so ask.

WILL I BE ABLE TO PLAY UK GAMES?

Japanese PS2 will not play UK games. There's a good chance that you'll be able to modify it in the future to do so, but this is not certain. Many Japanese games are still playable to British gamers (like *Ridge Racer 5*), but RPGs and the like are probably mainly no go. As for backwards compatibility, Japanese PS2 only run Japanese (black disc) PS games. Not US games, not UK games and certainly not gold discs.

WHAT'S THE DVD LIKE?

Don't buy a Japanese PS2 as a substitute for a DVD player. It will play region 1 and 2 NTSC DVDs (that is, Asian discs and, surprisingly, American ones) but not (currently) UK DVDs. Resident DVD guru Les reckons playback quality is a little ropey compared to a DVD player, and there's more hassle. You have to put a special disc into the PS2 before it recognises DVD movies.

THE

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gratui

YOU BUY AND IMPORT?

WORDS:**DEAN SCOTT** PICS:**KENNY P**

SONY
namco
RIDGE RACER V
PlayStation 2
START
SELECT
ANALOG

IS IT LEGAL?

Yes and no. It is legal for you to buy one from an importer. But it's effectively illegal to sell them outside Japan without approval from the Japanese Government, which is trying to control the export of strong encryption technology, like Sony's anti-pirating MagicGate in PS2. Whether any UK importers have got such permission isn't yet clear, but even if they haven't the Japanese Government couldn't do much about it once the consoles reach UK shops.

But, to complicate matters further, UK trading standards experts claim any importer selling a console without a CE mark (a sticker on the bottom of your console indicating it complies with our safety standards) can be prosecuted in a UK criminal court and fined up to £5000. If it later turned out PS2s don't meet safety standards, then your import machine would have to be recalled. The CE mark adds up to a legal undertaking that the seller believes a product meets safety standards – so if it blows up and burns your house down, then whoever added the CE mark will be scratching a nasty legal itch. PS2 must also meet electro-magnetic compatibility standards, which ensure new products don't do strange things to radio communications. So, however unlikely it may seem that a Sony product would interfere with other household items or even make an passenger jet crash, if your PS2 did just that then you might end up with the legal equivalent of several thousand tonnes of hurtling metal landing on your head.

All of which explains why both Sony and trading standards think you'd be smarter to steer clear of imports.

PERIPHERAL PORTS

Your existing Dual Shock joypads will work fine with PS2, assuming the game in question doesn't require the analogue control offered by PS2's Dual Shock2. None of the launch games have any problem with your old pad. You get an 8Mb memory card bundled with the package, so don't worry about that.

THE BLUE LIGHT

The disc drive access light on PS2 is the coolest colour blue ever. We just had to gratuitously mention that.

CVG RECKONS

PS2 is a very special games machine. Don't expect the same up-front gaming quantum leap provided by *Mario 64* when it crashed on to the scene, though. The Japanese launch line-up wasn't great, and you'll have to wait a few years for the so-called digital entertainment network (online gaming etc) to take off, by which time PAL PS2s will be here anyway. The games will get better, and if you've got a Japanese PS2 ready then you'll get to play them first. Whether or not you get one ultimately depends on how much that means to you.

PLANET CVG

■ **X-BOX The alliance between Microsoft and Sega is now allegedly over. Talks have broken down due to the cost of making Dreamcast X-Box-compatible and problems over how much Sega pays Microsoft for the CE operating system at the heart of the Dreamcast.**

■ N64 Did playing *Mario Party* cause you pain? Some of those button-bashing sub-games were torture. In America Nintendo was sued by parents of 'injured' kids and agreed to pay for special gloves for players providing proof of purchase.

■ **PC Following the success of its *WWF* games for the N64 and PlayStation, THQ is to give us the first decent wrestling game for the PC, based on the ever popular WWF licence. No news on release dates yet but it's in beta testing now.**

■ MOVIE NEWS It looks 98% certain that Angeline Jolie (The Bone Collector) will sign to play Lara Croft in the big screen version of Core's adventure. Going the other way, interplay has snapped up The Matrix licence and it looks like Shiny, of *Earthworm Jim* and *Messiah* fame, will be handling coding duties.

■ **DREAMCAST *Grand Theft Auto 2* has slipped a little but is still due for release soon. Originally scheduled for release in March in the States, it has now slipped to April there, with the UK due a couple of months after.**

■ PLAYSTATION *ECW Hardcore Revolution* on PS has shipped with a bug, so you can't do some moves or even finish the game with certain characters in career mode. Call them on 0171 344 5000 if you've got a bugged copy.

WHERE ARE THEY NOW?

The games that time forgot...

■ *Alien Resurrection* (PS, PC) – We've been waiting half a year, and still no firm release date. Switched from third- to first-person recently.

■ *Metropolis Street Racer* – Due when DC launched in the UK. Now slated for a July release. Allegedly.

■ *Daikatana* (PC) – We played code last autumn but the Xmas release never happened. Latest is a possible Easter release.

■ *Kirby 64* (N64) – Originally called *Kirby's Air Ride* and due for release with N64, it's now back, renamed and due for an August release.

■ *Sega Bass Fishing* (DC) – One of DC's most fun and original titles. Release was so likely last autumn that we reviewed it in Issue 216...

■ *Resident Evil* (GBC) – Over a year in the making, one of the most exciting GB titles. Now on hold due to further evaluation by Capcom.

computer and video
GAMES

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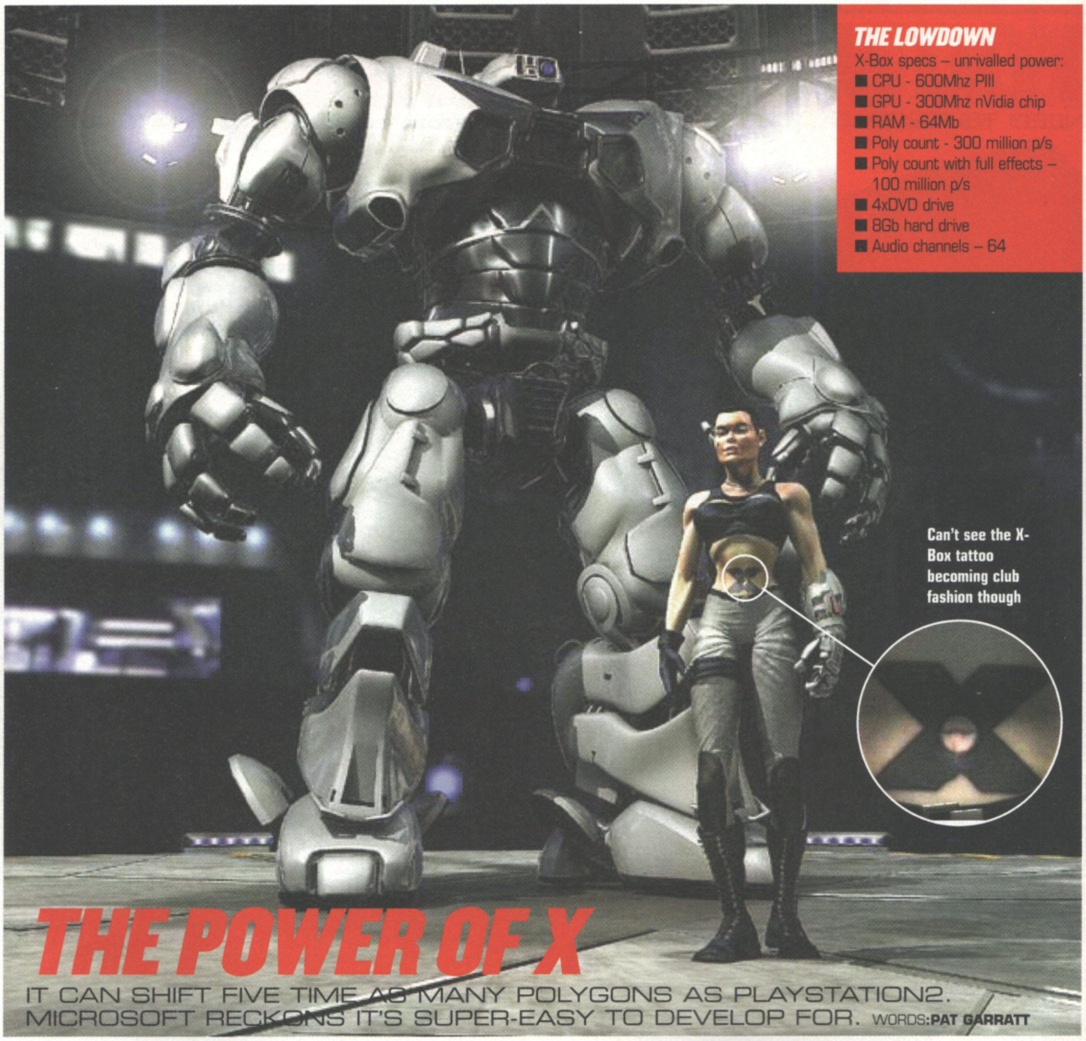
to let whole building know when we're playing on our shiny new PS2



THE LOWDOWN

X-Box specs – unrivalled power:

- CPU - 600Mhz PIII
- GPU - 300Mhz nVidia chip
- RAM - 64Mb
- Poly count - 300 million p/s
- Poly count with full effects – 100 million p/s
- 4xDVD drive
- 8Gb hard drive
- Audio channels – 64

THE POWER OF X

IT CAN SHIFT FIVE TIME AS MANY POLYGONS AS PLAYSTATION2. MICROSOFT RECKONS IT'S SUPER-EASY TO DEVELOP FOR. WORDS:**PAT GARRATT**

BILL GATES'

BILL GATES' announcement of Microsoft's X-Box console has turned the world of gaming on its head with a spectacular set of technical demonstrations. Developer, Midway presented one of the most impressive movies the game industry has ever seen. *Ready 2 Rumble*'s Afro Thunder, mapped on X-Box, bobbed around a virtual ring in such high resolution and Bezier-curved splendour the crowd gasped with awe. Lip-synching was perfect as the boxer sang the praises of the X-Box. PlayStation2 suddenly seemed very tired indeed.

POWER PUNCH

In terms of power, X-Box will pack a visual punch five times in excess of PlayStation2, calculating 300 million polygons per second compared to PS2's 66 million. It's central processor, though described as running at "at least 600Mhz", is more likely to weigh in at 1000Mhz. PlayStation2's CPU clocks 300Mhz. To you and me, that means X-Box can, in theory, deliver games that PlayStation2 would have no hope of even attempting.

WHAT ABOUT SONY?

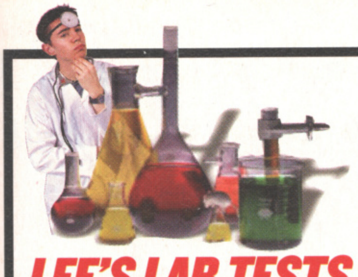
"Should Sony be scared? Go figure it out," said one X-Box team member after the showing in California. Microsoft has made no bones about the fact it intends to beat Sony in the next generation race in Europe and the US. In terms of games, a heap of companies stepped up in support of the machine at GDC, including Acclaim , Sierra, Take Two, Infogrames, Midway, Konami, Namco, Activision, Hasbro, Bungie, Universal, THQ, Lionhead, Eidos and EA. So expect all the biggest titles to hit Gates' new toy - *Tony Hawk Pro Skater* and a new version of *Half-Life* have already been confirmed. Acclaim CEO Greg Fischbach said: "We're very impressed with the technology."

TWO HORSE RACE?

It's still early days, but with their respective massive corporate clout behind them, X-Box and PS2 could well end up as the two big hitters slugging it out for domination in the next generation console war. Expect stores to be a full-on warzone by the end of next year.

REACTIONS FROM THE BIG BOYS

- **Sony's Dominic Mallinson: "We certainly can't afford to be complacent. We have brand recognition on our side. X-Box is still a long way off and they still have to make it into a product."**
- **Nintendo Dolphin developer Retro Studios' James Moon said: "They've got real balls to come into the console market with this," adding, "X-box is an extremely expensive machine and I don't see how they can do it without making a loss of at least $150 per console."**
- **Sega: "We'll keep fighting our corner," adding, "We have some great games coming later this year, and X-Box hasn't proved itself yet."**
- **A Microsoft's X-Box Software insider: "We're extremely confident, and the response has been overwhelming." "We'll aggressively compete in the competitive market place."**



LEE'S LAB TESTS

GAMING ADD-ONS UNDER THE MICROSCOPE

If you're gonna take on the mighty Nemesis in *Resi 3* or put the smack down on *Quake 3*'s bots, you've got to have the right tools. Prof Lee tests out the best of the recent batch of peripheral treats to help you beat the toughest games.

ANALOGUE CONTROLLER PLUS

FOR: PLAYSTATION £17.99

Chunky, shiny joypad that feels nice and solid in your hands. Features superb Dual Shock feedback. Larger than a normal pad but it's all in the right place. A metallic marvel.

★★★★

AIRPAD

FOR: PLAYSTATION £19.99

Motion-sensitive joypad that's tricky to get to grips with. Configuring the pad is half the challenge. Really only good for flight/space sims. Good novelty value though.

★★★

GAME BOY RUMBAPAK

FOR: GAME BOY POCKET/COLOR £9.99

Beef up your Game Boy with this dual purpose amplifier and rumble pack. Too big for portable playing. The rumble feature's a bit weak too. Good sound though.

★★★

WILD THINGS
mpa

MULTIPLAYER ADAPTOR

FOR: PLAYSTATION £17.99

Sleek looking four-player adaptor for multiplayer sessions. Link two together for eight-player fun. Works exactly how you'd expect. A good alternative to the official multitap.

★★★★

WILD THINGS

PC PRIMAL STICK

FOR: PC £14.99 (SERIAL)/£17.99 (USB)

Looks a bit like old C64 joysticks, but plays okay. Has a slightly flimsy feel, but the buttons are easily accessible. The price is its main selling point and makes it an ideal first joystick.

★★★

PLANET CVG

■ MULTIFORMAT Pamela Anderson stars in the game of her TV series VIP. Due October. DC, PS and PC.

■ PLAYSTATION2 SCI has snapped up the rights to make hit 70s animated series Thunderbirds into a PlayStation2 game.

■ SEQUEL MANIA Square has slated a whole bunch of *Final Fantasy* games for the future, grabbing internet URLs for *FF* games up to number 15.

■ PLAYSTATION2 Sources in Japan have overheard conversations on *Gran Turismo 3* and a new PlayStation2 *Jumping Flash* game.

■ PC God game *Black & White* has slipped to September.

■ PC Freeloader.com is offering free downloads of titles like *Grand Theft Auto*. With free internet calls imminent, the games really are free.

■ PLAYSTATION2 One of EA Sports' first PS2 titles will be a new version of their classic *Madden* series.

■ DREAMCAST Capcom has a DC RPG out later this year, with new chapters released in Japan and US every two months. No news on something similar for the UK.

■ WANTED: DEPUTY ART EDITOR Fancy helping design the mag? Got a few year's design experience? Fluent in Quark Xpress, Photoshop, Freehand and Illustrator? Highly creative? If this is you, write or email with your CV by April 28 to: michelle.desouza@ecm.emap.com

WIN £100

TO SPEND ON WHATEVER YOU WANT

1 Who won Raccoon City's Fart Ignition Championships?
A Jill Valentine
B Annie Rankton
C Chuffer Chubbs

2 Which famous racing series finally got ported to N64?
A *Ridge Racer*
B *Colin McRae*
C *V-Rally*

3 Whose Dreamcast got chipped this month?
A Dan's
B Matt's
C Pat's

4 Calculate these sums. Which exactly equals the cost of *International Track & Field*?
A 89.97 (divided by) 3 + 10
B 26.3 + 56 - 42.32
C 4.95 + 199 (divided by) 5.1

5 Which of these is on our man Dean's most-played list this month?
A *Vampire*
B *Ecco*
C *Ridge Racer 64*

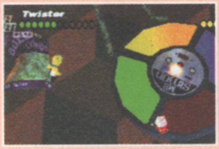
6 Gabe Logan's latest killing spree is in which game?
A *Syphon Filter 2*
B *Tomb Raider 4*
C *Die Hard Trilogy 2*

7 Who secretly dressed like Lara when he reviewed Tomb Raider on Game Boy?
A Les
B Peter
C Lee

8 Which PC game lets you grow your own guns?
A *Evolva*
B *Alone In The Dark 4*
C *MDK2*

9 Where in France did CVG visit to bag loads of cheap goodies, er, research console prices?
A Cannes
B Paris
C Calais

10 What game is this mad screenshot from?
A *Micro Maniacs*
B *Toy Story 2*
C *Suikonden 2*



LAST MONTH'S ANSWERS

Wanna know if you mastered the quiz in Issue 221? Worry no more, just check out below. We'll tell you who scooped the £100 in the mag, so please don't call us at the office. Ta very much.

1) B May
2) A *Dukes of Hazzard*
3) C Deva
4) B Steve Hendry
5) A First-person adventure
6) A Bird and bear
7) A *Perfect Dark*
8) A Comic-books
9) A Dreamcast
10) A *Planet of the Apes*

The winner of Issue 220's quiz and £100 to blow on whatever he wants is....
Jeremy Hunter, Wakefield

IT'S EASY TO ENTER

Post to us at: Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: Wednesday 12th April 2000. So hurry up.

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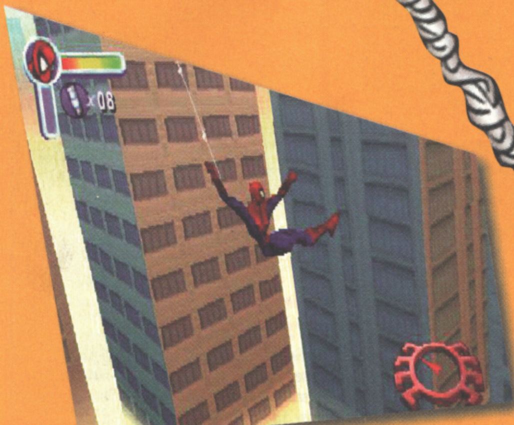
IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



SPIDEY HITS PLAYSTATION WORDS**LEE SKITTRELL** SCREENSHOTS**ACTIVISION**

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SPIDER-MAN

*OUT***AUGUST (TBC)** *PLATFORM***PLAYSTATION**

The world of videogames has proved unkind to our superhero buddies. Think *Superman* on N64 and you'll know what we mean. We demand justice. We demand a superhero that lives up to the cool comics and cartoons. Fear not! Slip into your spandex all-in-one and dust down those childhood memories cos Spidey's coming. CVG is the first UK mag to get a proper play and it's time to get sticky with excitement – this looks set to be this year's must-have PlayStation title.

MARVEL TAKES MANHATTAN

In the best tradition of the Seventies cartoon, the game puts you in control of the arachnid wonder in a battle to free Manhattan from a good ol' fashioned baddies' reign of terror. The action is a cross between a fine 3D platformer and the more sneaky shenanigans of *Metal Gear Solid*, with a nod towards everything else in between. The storyline is yet to be finalised, but you can expect to be battling all your favourite foes from the Spider-Man series in ace comic-book-style environments.

CLIMBING THE WALLS

What's firmly in place, though, is the stunning gameplay. The first level takes place among the rooftops and skyscrapers of Manhattan, with Webhead swinging from building to building and taking out henchmen as he tries

▶

to infiltrate a hostage situation at the bank. Once inside, the action switches from fast-paced swinging to stealthy wall-crawling as you rescue hostages and take out evil guards unnoticed.

TARANT(INO)ULA

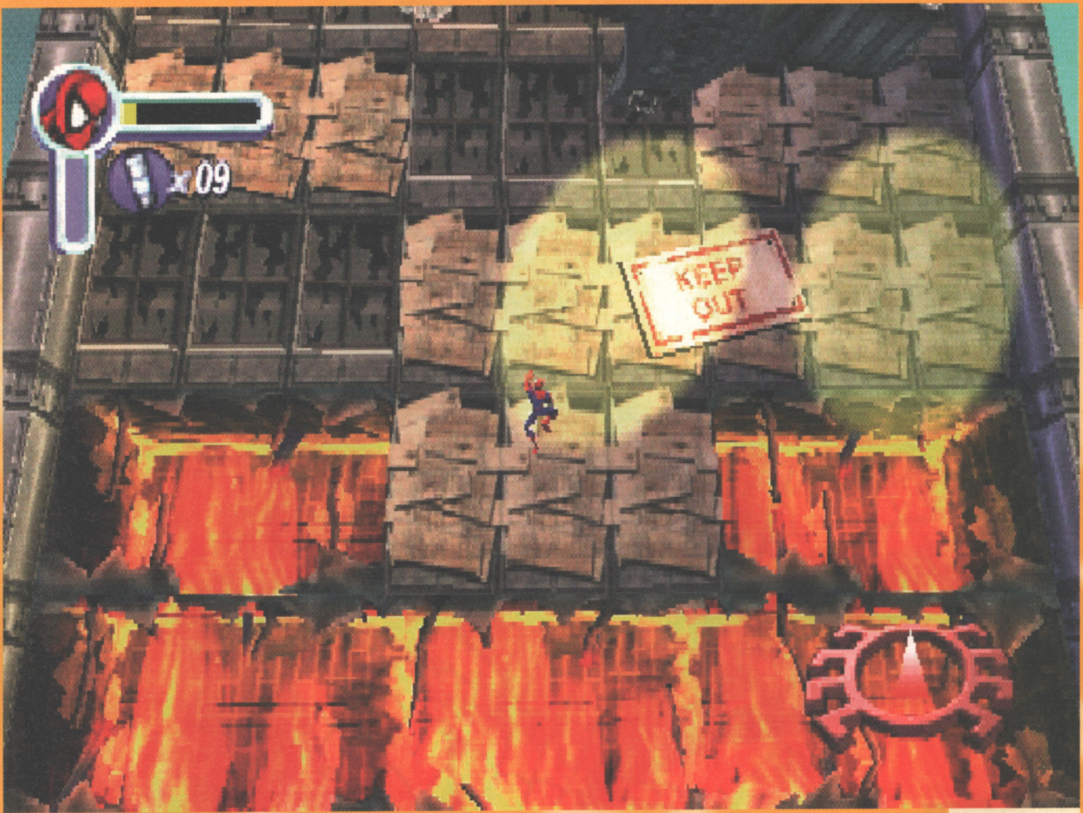
Spider-Man's huge levels are split into sub-sections, each with different objectives. While you'll spend a lot of time taking out Tarantino-wannabe goons, you'll also have to make sure you don't jeopardise the mission. In addition to the collection of awesome moves Spidey has at his disposal, he can also walk on any surface. This opens up a whole new gameplay style and makes you really think about the most logical way to tackle the situations you find yourself in. So, you can choose to sneak in at floor level, or climb the ceilings to pick off the unsuspecting guards below.

SKATING SPIDEY?

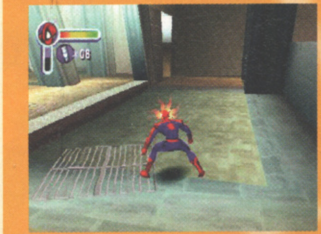
Spider-Man uses the *Tony Hawk Skateboarding* engine to produce smooth-moving, sprawling game environments. The graphics are crisp, sharp and bold – capturing the Spider-Man atmosphere perfectly. While the game takes most of its influences from the cartoon show, the developer lost itself in everything Spidey-related – from the comics to the graphic novels – to make sure the game stays true to the Spider-Man legacy.

C'MERE – THERE'S MORE

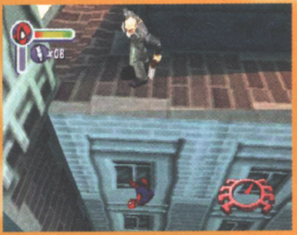
To offer players a complete and varied gaming experience, *Spider-Man* features a host of different challenges that vary from level to level. In between the web-slinging and baddie-thumping, there are sections which see Spidey battling lizardmen on the top of a moving train, and another excellent sequence with Spider-Man scaling a building while being targeted by a huge helicopter



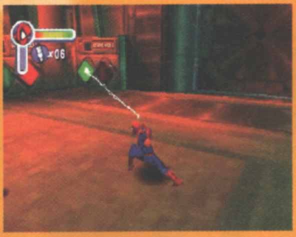
Climb the building while avoiding enemy fire – this section looks fab and plays tough



A flashing head is Spidey's spider-sense telling him something's up. There must be an important person or clue nearby



Scaling the walls adds a whole new dimension to the game – and lets you sneak up on the goons

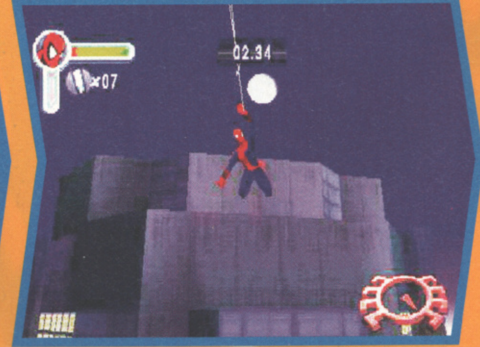


As well as using his web skills to trash bad guys, Spider-Man can use his webs to solve puzzles from a distance

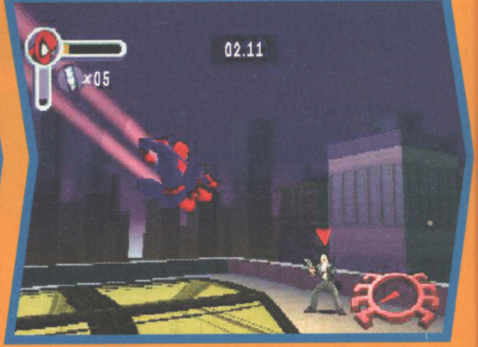
**Spider-M
his web-
webs ca**

KICK ASS THE SPIDEY WAY

Even with his superhero abilities, Spider-Man is up against the odds. To help even things out a little, our web-slingin' wonder has some of the coolest moves and attacks ever to grace a videogame hero. Spiderman can do a whole lot more than just jump, kick and punch. Who needs weapons when you can use these top moves?

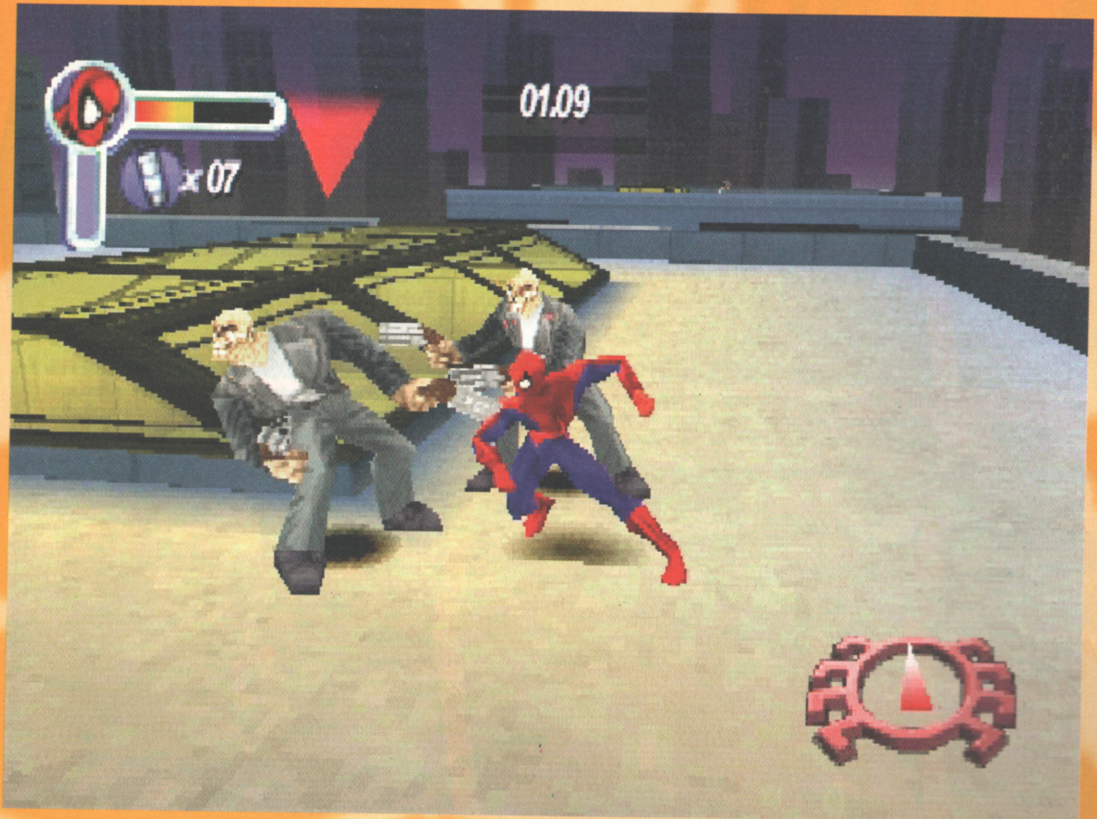


Fire your web towards a building or up at the sky and you'll leap, Tarzan-style, across the largest of chasms. You have to keep an eye on the web gauge though – if it runs out you'll fall to your doom

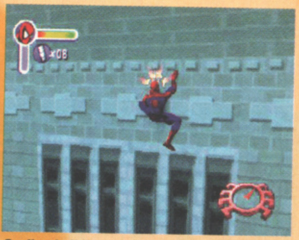


When tackling the bad guys head-on, use the mid-air dash to take them out. Leap into the air and press punch or kick to launch a devastating attack. A red cursor pops up when enemies are near

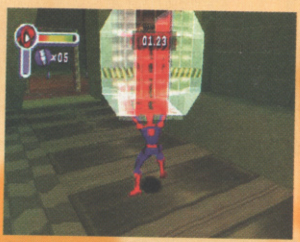
**This dou
time, the
with car**



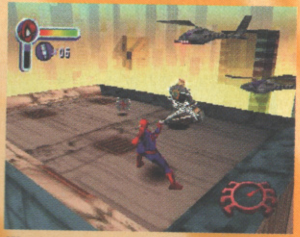
There's plenty of opportunity for group battles in *Spider-Man* – the cleverer enemies even gang up on you



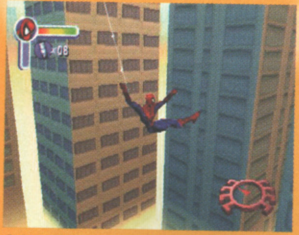
Scaling buildings can help you reach areas unspotted and avoid unnecessary combat with the more heavy-duty bad guys



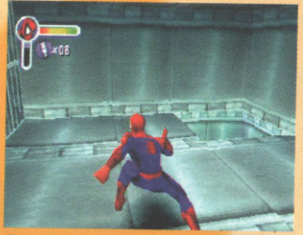
Spider-Man can pull off all sorts of tricks in the game and learning how to interact with the objects around him is part of the fun



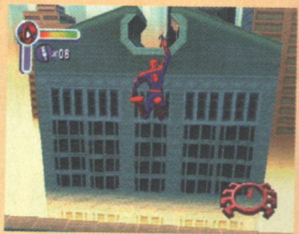
Watch out for the big choppers as you shoot your load over unsuspecting guards



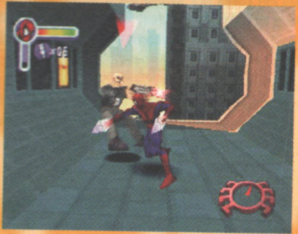
Spider-Man can cross huge distances with his web-swing. Just like in the comics, your webs can magically attach to the sky



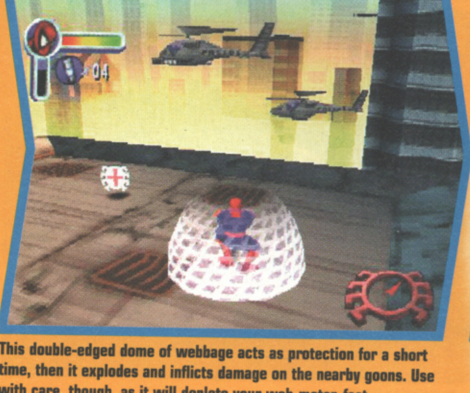
As well as outdoor action, Spidey has to negotiate claustrophobic indoor environments as he battles the evil-doers



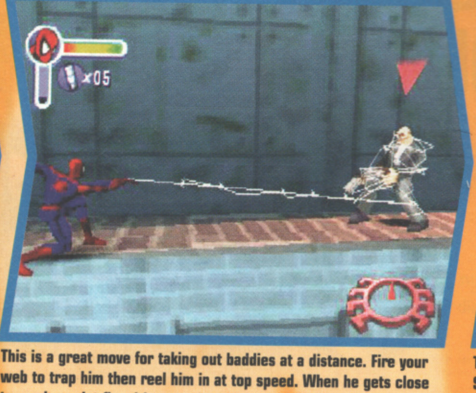
This bit's great – if you time your swing just right, you can sneak up on the goon on the roof and take him out with ease



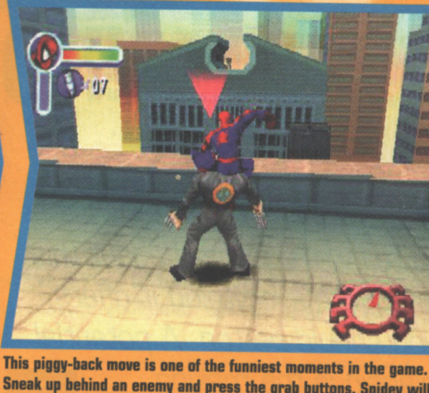
Close combat like this isn't recommended – unless your feeling well 'ard. Best to take 'em out before they can draw their guns



This double-edged dome of webbage acts as protection for a short time, then it explodes and inflicts damage on the nearby goons. Use with care, though, as it will deplete your web-meter, fast



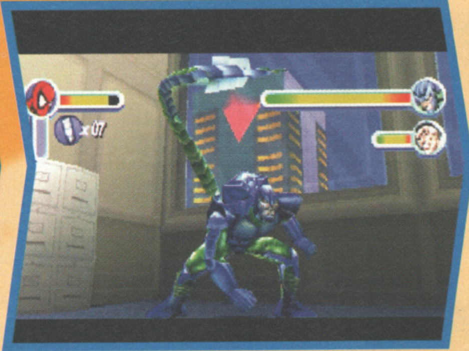
This is a great move for taking out baddies at a distance. Fire your web to trap him then reel him in at top speed. When he gets close to our hero, let fly with a punch or kick to finish him off



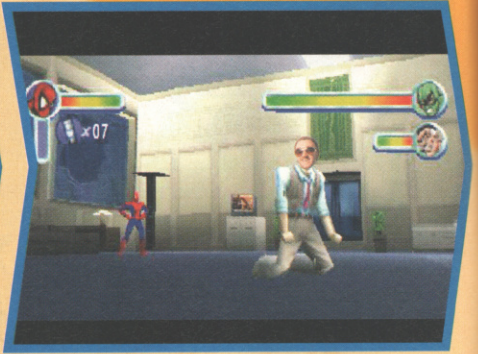
This piggy-back move is one of the funniest moments in the game. Sneak up behind an enemy and press the grab buttons. Spidey will straddle his shoulders letting you smack him about the head. Ace

FIGHT ME FOOL

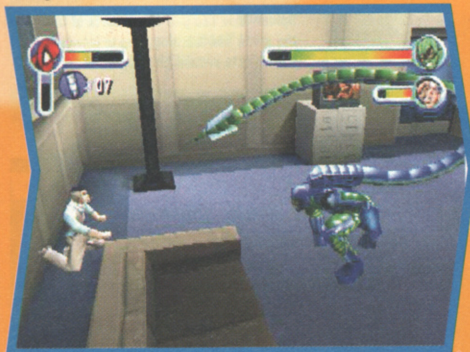
As the story advances, Spider-Man faces off against all-time favourite boss villains like Venom, Mysterio and Rhino. The boss battles are tough and you'll have to work hard to learn the best method of attack as you fight each one.



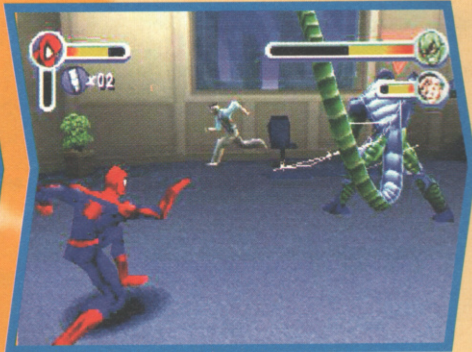
This is the mighty Scorpion, who's holed up at the bank on level one. Check out both your energy bars. The smaller gauge is the hostage's life meter. Try to protect him while smacking up the boss



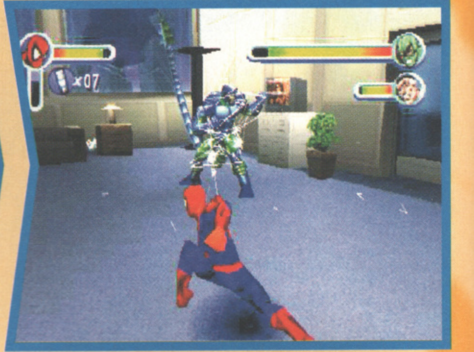
And here's the terrified hostage. By the time you reach Scorpion, you'll have rescued many of the bank workers from his evil army, with just this guy left to rescue. Maybe he's important to the story...



Oh no! Looks like Spidey could be too late. You'll have to find some way to detract Scorpion's attention from the whimpering hostage. Spider-Man's array of awesome moves should come in handy here



Our hero tackles the vicious boss from behind, letting fly with his sticky webbing goo. You have to be quick here. Take down Scorpion before the hostage guy takes too much damage

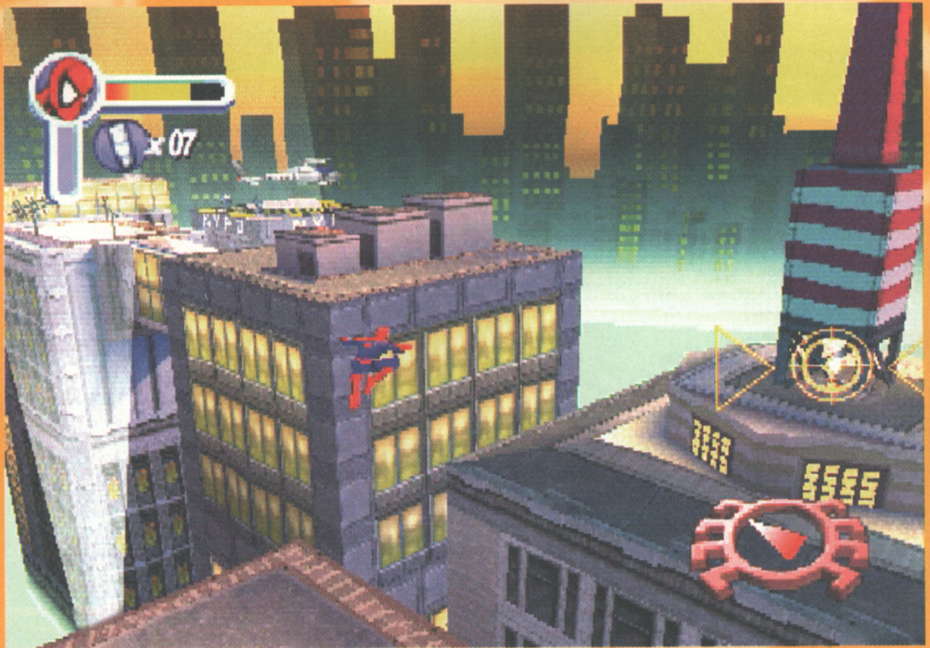


Learn the right webbing technique and that nasty Scorpion will soon be feeling the power of your sticky releases! Keep plugging away and binding him up in your webs to rescue the hostage

gunship. At this stage there are (sadly) no plans for multiplayer modes in the game as the developer feels it's strong enough with plenty of longevity as a solo experience.

GET CAUGHT UP

Spider-Man is a way off from completion but already looks and plays fantastic. The action will hook you instantly and the characters you meet and environments you fight in add to the game's fun atmosphere. *Spider-Man* is the sort of game that you could lose yourself in for hours at a time and not have a bad moment playing. It's also shaping up to be the perfect game for dipping into for a quick bash, without having to ready yourself for a mammoth session. This broad appeal, coupled with an excellent character licence and fresh, fun gameplay should be enough to send old Webhead's popularity soaring this summer.



The compass at the bottom-right of the screen lets you know in which direction to head

CVG RECKONS

You don't need spider-senses to tell we're excited about this and, with everything it offers, you should be too. A potential classic in the making.

END

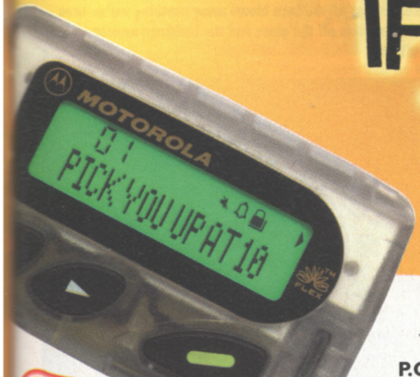
COME AND HAVE A GO

INSERT STRAW HERE
EXTRA LARGE
Capri-Sun
XXL
ORANGE
Orange fruit drink made with real juice

IF YOU THINK YOU'RE THIRSTY ENOUGH!

330ml XXL now on sale!

BIG DRINK – BIG PRIZE!



50 PAGERS TO BE WON!

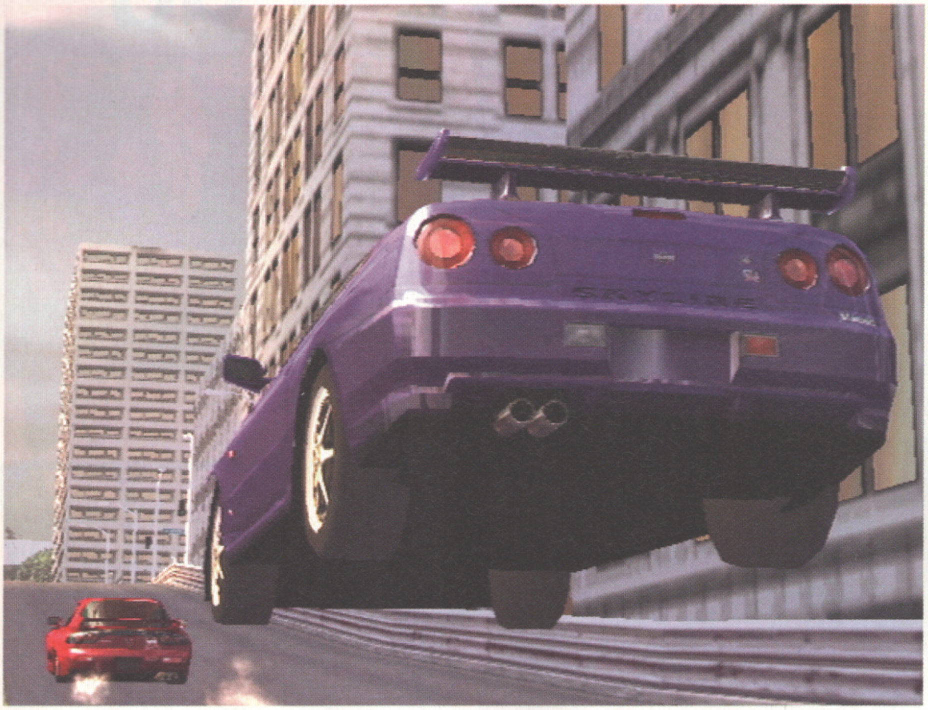
You know what to do! Simply send your name, address, telephone number and age to **XXL Pager Free Draw, P.O. Box 11, Hadleigh, Ipswich, Suffolk, IP7 5DG**. Parental/Guardian consent required for children under 16 years.

NO PURCHASE NECESSARY. Closing date for entries 29/04/00.

BORING LEGAL BITS

Free Draw Terms & Conditions 1. Open to all UK residents, excluding employees of Coca-Cola & Schweppes Beverages Ltd, WILD, their agents or families. 2. Children under the age of 16 years must obtain written consent from a parent or guardian. 3. NO PURCHASE NECESSARY. Entries sent through agents or third parties will be void. 4. Responsibility cannot be accepted for entries lost, damaged or delayed in transit to the prize draw address. Proof of postage will not be accepted as proof of receipt. Illegible entries will be void. 5. Only one entry per person. 6. There are 50 pagers to be won. 7. Closing date for entries 29/04/00. 8. The draw will be held 30/04/00 in the presence of an independent observer. 9. Each winner will receive one pager and will be notified by post or telephone by 07/05/00. 10. No cash alternative. Subject to availability. 11. In the event of unforeseen circumstances the Promoter reserves the right to offer an alternative prize of equal or greater value. 12. For a winners' list send a SAE to 'Capri-Sun' XXL Pager Free Draw, c/o Logistix Kids, Penn House, 22 Station Road, Gerrards Cross, Bucks SL9 8EL, after 07/05/00 but before 04/06/00. Winners may be asked to participate in publicity. 13. Entry instructions form part of these terms & conditions.

'Capri-Sun XXL' is a registered trademark of WILD, Heidelberg, Germany. Promoter's name: Coca-Cola & Schweppes Beverages Limited, Charter Place, Vine Street, Uxbridge, UB8 1EZ. No entries to be sent to this address.



"THE CAR DOESN'T JUST LOOK LIKE A NISSAN SKYLINE - IT IS A NISSAN SKYLINE"

THERE'S NOTHING VIRTUAL ABOUT *GT 2000*'S REALITY

WORDS**DEAN SCOTT** SCREENSHOTS**LES ELLIS**

GRAN TURISMO 2000

*OUT***JAPAN:SUMMER UK:TBC** *PLATFORM***PS2**

***Gran Turismo 2* was rightly hailed as the finest racer in PlayStation history. It pushed the original PS to its limits and the world heaved a sigh of disappointment when the news broke that *GT 2000* was essentially the same game. Having now played *GT 2000*, we realise how cruel it was of Sony to release *GT 2*. Great as it is, compared to *GT 2000* it's like hanging up a dirty old photocopy of the Mona Lisa in an art gallery instead of the real thing. It's like listening to a busker crucify your favourite songs.**

On the starting line on the Seattle course everything looks familiar… except that the car in front of you doesn't just look like a Nissan Skyline, it *is* a Nissan Skyline. Sure, you know it's a computer representation, but there's not even the slightest graphical glitch on the model to spoil the illusion. And then it roars away leaving tyre smoke and a piercing screech ringing in your ears. Time to nail the throttle.

INSTINCTIVELY EXCELLENT

Your Lancer screams into action, throwing fabulously detailed scenery into and past your first-person view. You instinctively lean towards the screen to get even more immersed, before the flicker of brake lights in front has you nailing the brake and the pad rumbles, giving you an instinctive feeling of grip. And then you clear the overpasses and the lighting subtly changes for the better. It really feels like there's a sun in these virtual skies. And then you see it for the first time… forget winning the race, this is awesome.

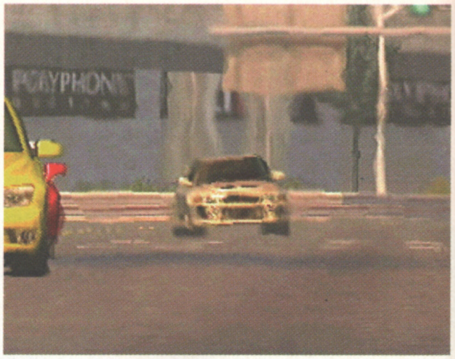
SEATTLE SUNSHINE

When *GT 2000*s sun emerges from behind these giant fictional Seattle skyscrapers it glares. It doesn't do a weak approximation of lens flare, it literally glares your view in radiant yellow and white. For a precious few seconds your view is compromised, but for a good deal longer your mouth hangs open in impossible admiration.

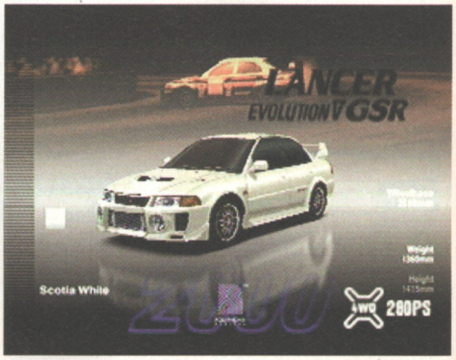
Gran Turismo 2000 isn't just a game, it's a whole new digital racing reality. Anything you've played before seems like a bad facsimile in comparison. *Sega GT* is looking pretty special, but *GT 2000* will ensure PS2 is the console of choice for racers.

CVG RECKONS

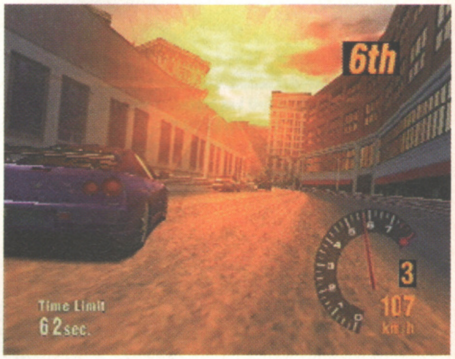
The game's creator claims the game will be five times better by the time it's released. It doesn't seem possible.



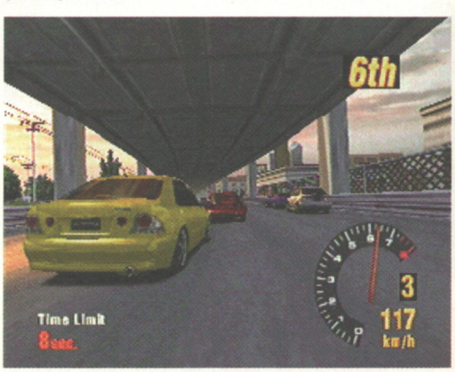
No, it's not a glitch in the graphics. It's the stunning Replay mode showing off the heat haze effect as you come tearing round a corner



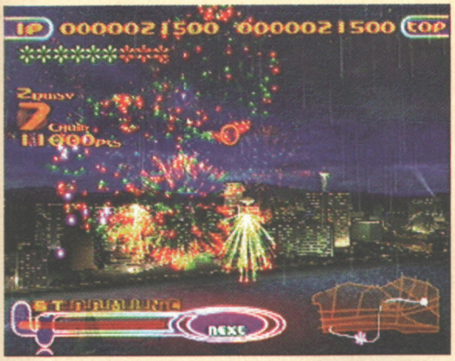
When we reached the car select screen it wasn't long before everyone started cooing and gawping – just look at these reflections



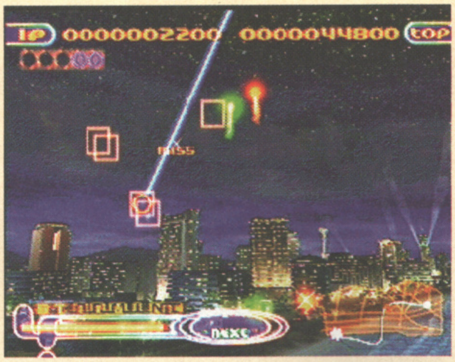
Real-time reflections on the cars blows away anything we've seen before – the sun glints off the glass and the buildings appear perfectly reflected



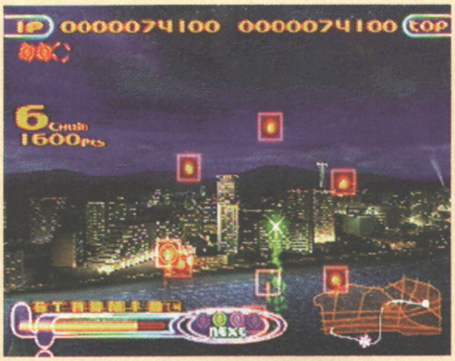
Six cars on the track without even a hint of slowdown. Now that's raw processing power



You almost forget about the amazing backgrounds as you get caught up in the ruthlessly addictive firework display



Group together fireworks of the same colour, and press X to explode them in a chain. The more you get in a group, the higher your score

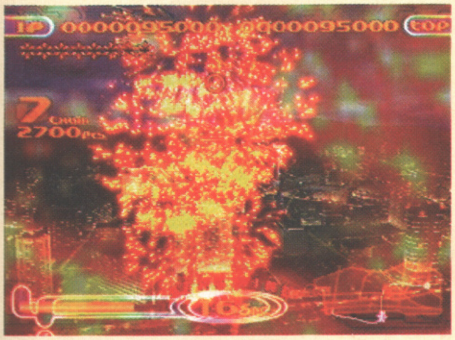


Daisy chain some specials together for extra points – not that you care about points in this, you just want to make the best display

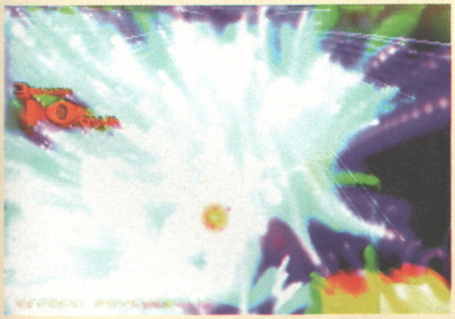
TECHNICOLOUR DREAM

FANTAVISION LIGHTS UP THE PS2 LINE-UP

WORDS**DEAN SCOTT** SCREENSHOTS**LES ELLIS**



Get enough letters from the normal display and you enter the Starmine, where all breaks loose as you link up to 100 fireworks



This will be the game that brings all those crusty hippies back to the real world. How could they resist visuals like this?

There's even a scary 50s-style advert included so you can see how Sony is selling this to the Japanese

FANTAVISION

*OUT***JAPAN:NOW UK:UNCONFIRMED** *PLATFORM***PS2**

Imagine you're soaring high above a city at night. Office blocks reach into the sky, illuminated against the blackness by rows of lit windows. A busy freeway whisks traffic away into the darkness, headlights glaring as tiny white dots on the horizon. Grey clouds are quickly turned green and red by a flash of light. And then another. Blue, orange and yellow. Each one chased by a pop or a bang shortly after. The night sky is suddenly alive with fire and colour – and it's all your doing. Welcome to the magical world of *Fantavision*.

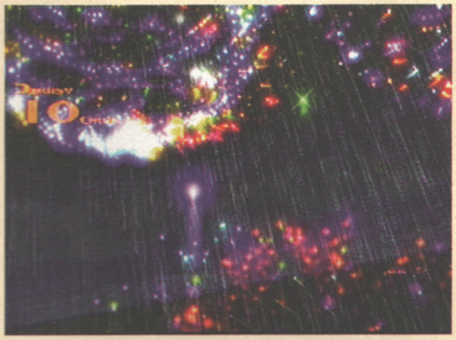
PlayStation2 is short on genuinely original pieces of software. *Fantavision* breaks the mould by dressing a frantic puzzle game up in some of the most engaging visuals ever. *Fantavision*'s backgrounds are as gorgeous as they are varied: stage one has you flying over a city, and the experience is genuinely dream-like. Later levels place you in outer space and above a palm tree-laden Pacific island, and are as believable as they are gorgeous. PS2 is all about emotion, and when you see these settings you want to pack your bags and go and live there. It's a genuinely beautiful game.

HOW DOES IT WORK?

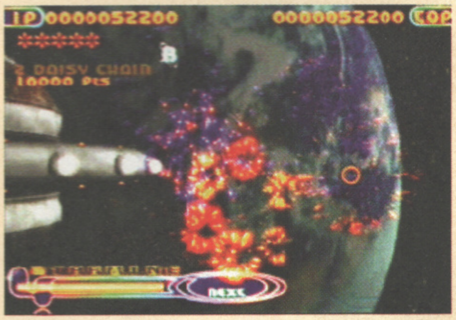
As the rockets go up into the sky, you link like-coloured ones together with an unobtrusive cursor. Another button makes them explode. The longer the chains you can construct, the higher the points, and special multi-coloured rockets can be used to link different coloured fireworks into the same chain. You have to balance your chain construction with the knowledge that fireworks will fizzle out if you leave them too long, spoiling the chain and losing points. When you decide to let them rip, the screen erupts in a rewarding cascade of fire and noise.

DON'T BE FOOLED

Cynics will bait the game concept as low level – sources told CVG the game was actually put together as a demo for PS2. But some of the finest games ever have very simple concepts: *Tetris* and *Bust-a-Move* being prime examples. A fabulous Replay mode lets you look over your good work from various camera angles, and you can also add in weather effects to make it more interesting. The snow effect is good enough, but the rain looks so realistic you kind of hope your TV doesn't blow up with the moisture. You can also add crowd-pleasing psychedelic effects and control the cameras. In this mode, *Fantavision* almost becomes a piece of art. Let it bring joy back into your life.



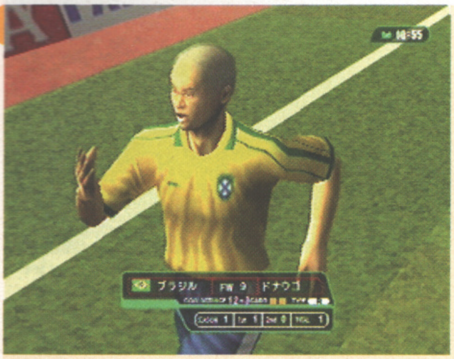
Go into the Replay mode to view your display from amazing camera angles. You can also add weather effects like this rainstorm

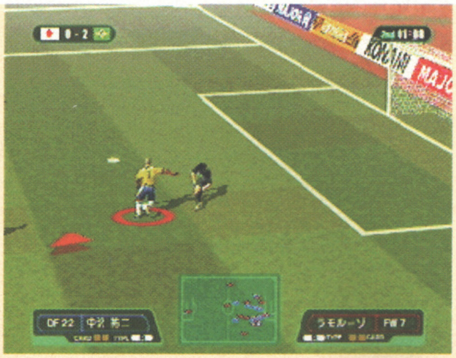


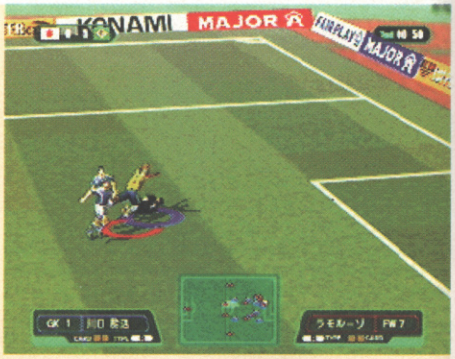
And when you've finished lighting up the city, why not take your display into outer space. Far out, hippy

CVG RECKONS

Fantavision *is unique. It's beautiful and appeals at a level most videogames never get close to. And, if it comes out in a bundle, it promises to be a dead cert winner.*


If Sony's claims to realism are to be believed, you'll be able to nail a Spice Girl and wear her underwear in this


Silky Brazilian skills ensure a realistic scoreline against the not-so-silky Japanese


KONAMI
MAJOR
Konami's *ISS* games are always better than the *FIFA* series – let's hope this continues on the PS2

NOT QUITE ON THE BALL

NEXT-GEN *ISS* NEEDS TO STRENGTHEN ITS SIDE

WORDS**DEAN SCOTT** SCREENSHOTS**LES ELLIS**

ISS

*OUT***JAPAN:SUMMER UK:TBC** *PLATFORM***PS2**

A shaven-headed, yellow-shirted man looks around. He's supposed to be in a football stadium, but he's standing on a curious green surface, and beyond there's a flat wall where the stands should be. Hastily painted on fans ripple unconvincingly, and our superbly detailed and realistic-looking footballer looks pointlessly out of place.

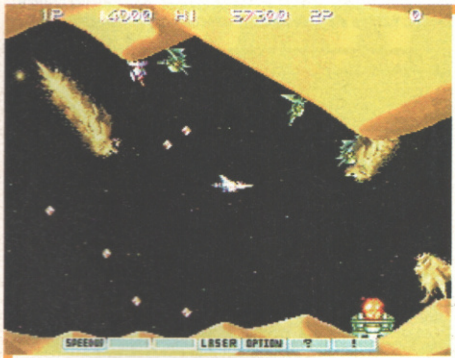
The bad new is, this is *World Soccer 2000* – PS2's first *ISS* game. The good news is, it's really early code and the actual men on the pitch do enough to convince you it can improve to the levels you expect before it hits the West in the autumn.

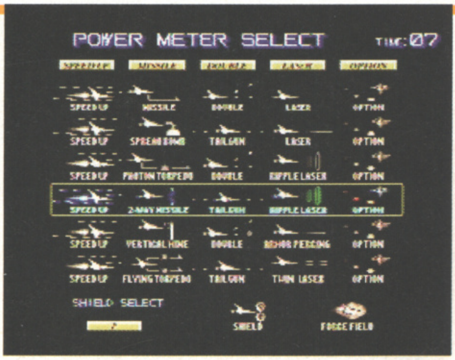
SHIMMY 'N' TWIST

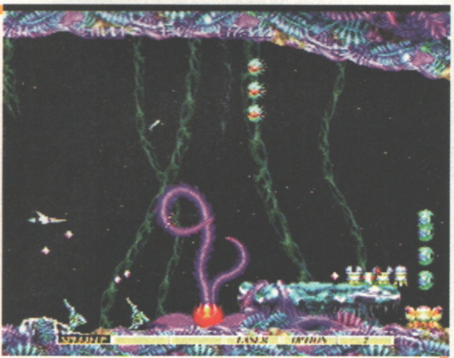
Player detail is superb. The players move slightly unrealistically (refer to N64 *ISS* rather than PS), but the animation is fluid. Players shimmy and twist like never before and shift their weight before hitting a shot. It hasn't wowed us like *Virtua Striker* did graphically, but *ISS* gameplay is traditionally far superior. The *CVG* offices are full of complete *ISS* nutters, and we've got high standards. This early version doesn't come close to meeting them, but we worship those Konami guys like gods. They wouldn't dare let us down.

CVG RECKONS

It will improve significantly and they've got a solid foundation to build on. ISS fans, try not to worry.


1P 4000 HI 57300 2P 0
SPEEDUP
LASER
OPTION
?
!
So this is the next-gen of graphics, eh? It's fun if you remember the original games, but otherwise you'll be left wondering why


POWER METER SELECT
TIME:07
SPEEDUP
MISSILE
DOUBLE
LASER
OPTION
SPEED UP
MISSILE
DOUBLE
LASER
OPTION
SPEED UP
SPREAD BOMB
TAILGUN
LASER
OPTION
SPEED UP
PHOTON TORPEDO
DOUBLE
RIPPLE LASER
OPTION
SPEED UP
2-WAY MISSILE
TAILGUN
RIPPLE LASER
OPTION
SPEED UP
VERTICAL MINE
DOUBLE
ARMOR PIERCING
OPTION
SPEED UP
FLYING TORPEDO
TAILGUN
TWIN LASER
OPTION
SHIELD SELECT
SHIELD
FORCE FIELD
That classic *Gradius* ship and weapon select screen. You keep your favourite configuration for life


LASER
OPTION
Well, *Gradius IV* looks better, but not much. Hardly pushing the machine is it?

OUT WITH THE NEW, IN WITH THE OLD

PLAYSTATION2 CATCHES AN EARLY DOSE OF RETRO-ITIS

WORDS**DEAN SCOTT** SCREENSHOTS**LES ELLIS**

GRADIUS III & IV

*OUT***JAPAN:MAY UK:TBC** *PLATFORM***PS2**

In the late Eighties, arcade machines were shaped like old cookers and you couldn't sit in them. Your link to the pixelated gameworld was a loose joystick and few big buttons that you'd slap. Many players still pine for those halcyon days of smoky amusement arcades and the defining genre of the time: the side-scrolling shoot 'em up.

***Gradius* didn't invent the genre, but it damn near perfected it – a lone craft taking the fight to hordes of grotesque enemies, occasionally rewarded by a token exchangable for a power-up. The genre is a rare species in modern times and Konami has performed a resurrection offering *Gradius*'s *III* and *IV* on the same disc.**

WE HAVE LIFT-OFF

Graduis III is a direct lift of an ancient coin-op and looks really rough. Don't let a Dreamcast owner catch you playing it. *Gradius IV* looks loads better, but is still a jazzed-up 2D shooter. You might consider the gameplay classic, but it's not the type of game you bought a PS2 to play.

CVG RECKONS

Gradius *fanatics, welcome to Heaven. Unless something radical happens before its release, the rest of you should be thinking about something far more exciting.*

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Pokémon
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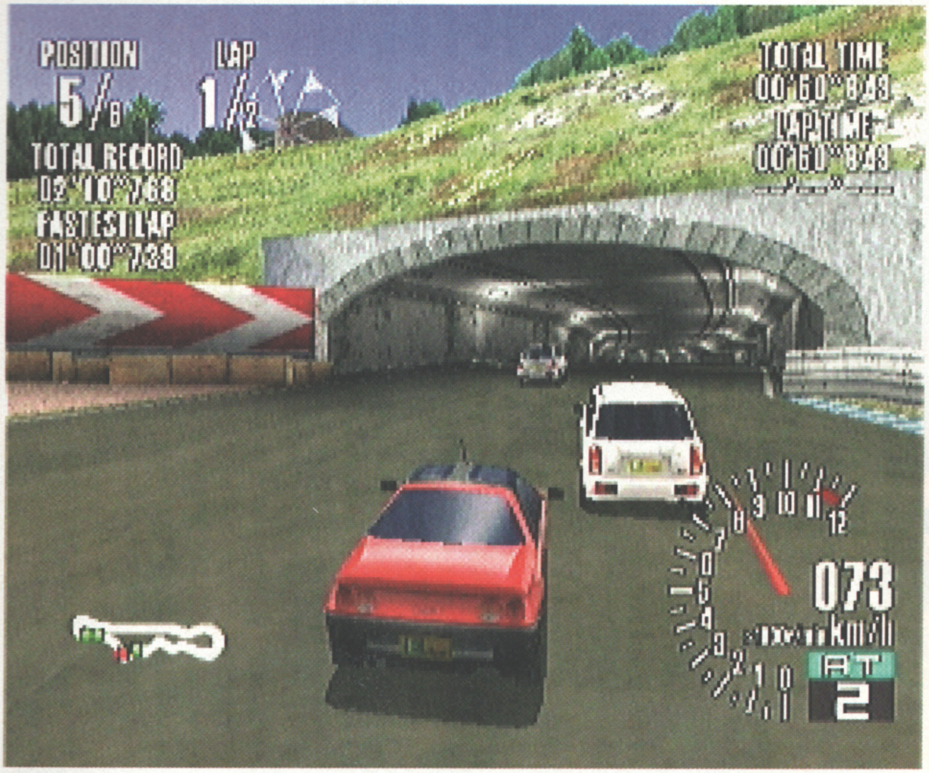
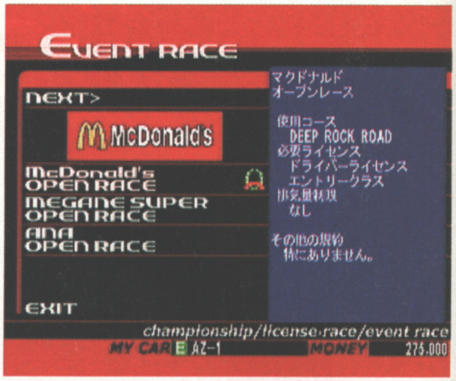

POSITION
5/8
LAP
1/2
TOTAL RECORD
02'10"768
FASTEST LAP
01'00"739
TOTAL TIME
00'60"848
LAP TIME
00'60"848
073
km/h
AT
2

Flash power slide around the corner into the tunnel. That's bound to impress the ladies - unless you plough straight into the wall



Event race

NEXT>

McDonald's

McDonald's OPEN RACE

MEGANE SUPER OPEN RACE

ANA OPEN RACE

EXIT

マクドナルド
オープンレース

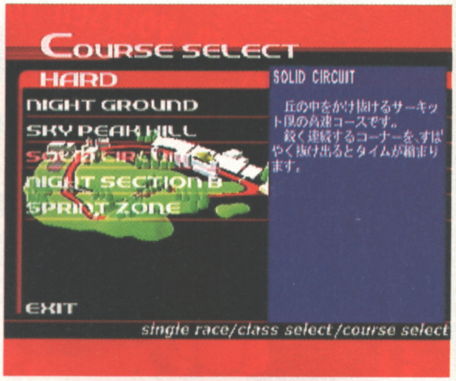
使用コース
DEEP ROCK ROAD
必要ライセンス
ドライバーライセンス
エントリークラス
排気量制限
なし

その他の規約
特にありません。

championship/license race/event race

MY CAR E AZ-1 MONEY 275.000

McDonalds? Wonder if there's a drive-thru somewhere on this track



Course select

HARD

NIGHT GROUND

SKY PEAK HILL

SOLID CIRCUIT

NIGHT SECTION B

SPRINT ZONE

EXIT

SOLID CIRCUIT

丘の中をかけ抜けるサーキット風の高速コースです。
鋭く連続するコーナーを、すばやく抜け出るとタイムが縮まります。

single race/class select/course select

You don't need English text to see this is a pretty easy course

"GT 2000 – I'M AS GOOD AS THAT!"

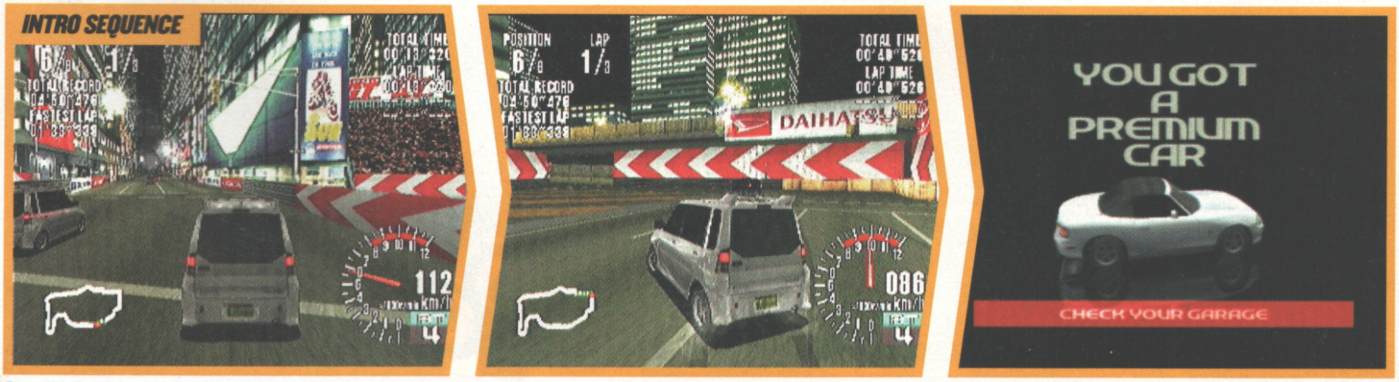
DREAMCAST RECKONS IT CAN KICK *GRAN TURISMO*'S ARSE

WORDS & SCREENSHOTS **LES ELLIS**

SEGA GT HOMOLOGATION SPECIAL

OUT**JAPAN:NOW UK:TBC** PLATFORM**DREAMCAST**

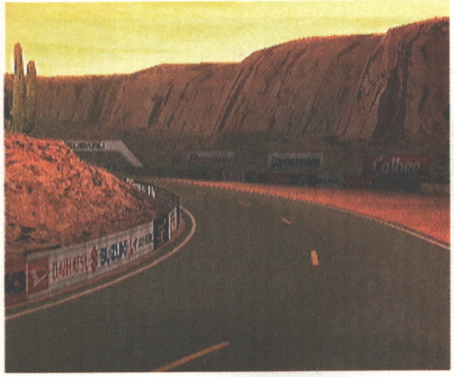
Killer racing games are like vital body organs: Take *Ridge Racer* and *Gran Turismo* from PlayStation or *Ridge Racer 5* from PS2, and you pluck out their hearts. And they die. Or suffer horribly in the intensive care unit for games formats that never quite make it. Which is where Dreamcast is right now. Sure, it's got what ultimately proved to be a half-arsed version of *Sega Rally 2* with no online gaming and an F1 game. Whoopee-bleedin'-doo. But finally Sega has pulled the rabbit out of the hat with a *Gran Turismo* of its very own...


INTRO SEQUENCE
TOTAL RECORD
FASTEST LAP
TOTAL TIME
LAP TIME
112
km/h
4
POSITION
6/8
LAP
1/3
TOTAL RECORD
04'50"476
FASTEST LAP
01'38"338
TOTAL TIME
00'40"526
LAP TIME
00'40"526
DAIHATSU
086
km/h
4
YOU GOT A PREMIUM CAR
CHECK YOUR GARAGE

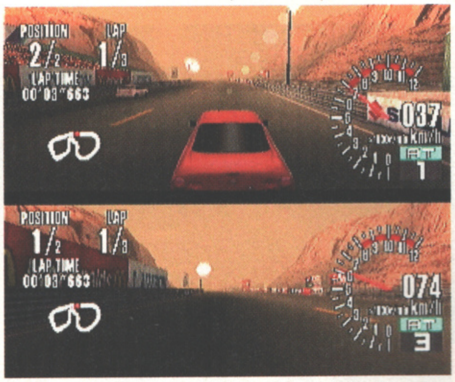
Fast pull offs are impossible in these sensible cars

But, get them up to top speed and you need to slide lots

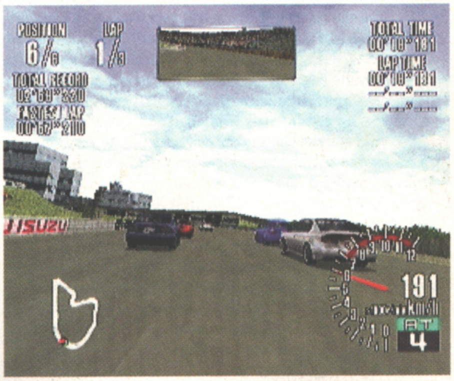
Be successful and you get more than champagne and a trophy



Each course is introduced by a beautiful fly-by viewing



Two-player introduces fogging, but not as much as *Ridge Racer 5*



Get in the pack in first-person mode for the best racing thrills

Till now, nothing has come close to what PlayStation has had to offer. That's all about to change. The void in your collection will soon be filled with a new Dreamcast game: *Sega GT Homologation Special.*

Sega GT is *Gran Turismo* on the Dreamcast – right down to obtaining licences to enter races, buying cars, tuning them up and taking on all comers in high-speed burn-outs. So what will make it better than your beloved *Gran Turismo*? *Sega GT* has the look that *Gran Turismo 1* and *2* only dream about, and now Sony's unleashed PlayStation2, Sega may have a game here that can stand up and say, 'Yeah. I'm as good as that.'

LICENCE TO THRILL

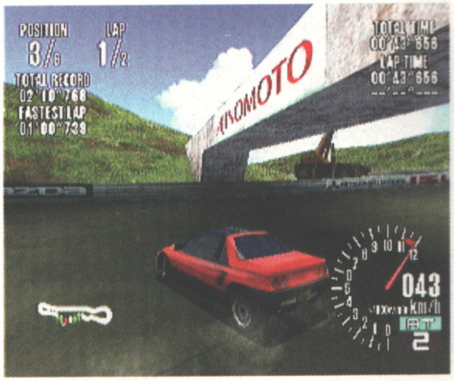
From the moment you load the GD, *Sega GT*'s amazing game intro sequence and individual track introductions stick two fingers up to *Gran Turismo*, with smoother textures and a far more realistic look. It's one of the few times you'll actually give a toss and watch all the cinematics more than once over. Then you'll just be dying to get your hands on the high speed cars and take on all comers…

But, to get the high-powered speedy motors, you first have to prove your worth with lesser and slower machines that feel like hairdryers on wheels in comparison. Unlike *Gran Turismo*, where you had to do certain tasks to qualify, you get one lap and one time – beat it and you're on to the next licence; fail and you have to go again. Snap up all the licences in that class and you get to enter races – and this is where you can earn the big bucks. With four classes to work your way through, this is going to be no five-minute wonder – you've got your work cut out for you if you want to see everything that *Sega GT* has to offer.

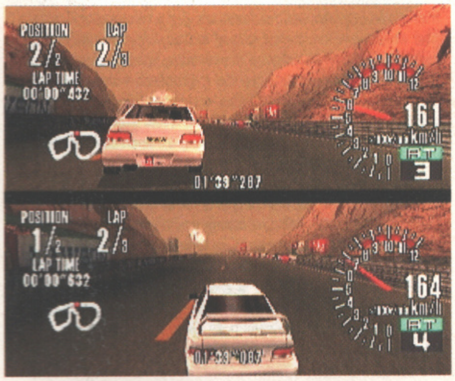
CAR CRAZY

Gran Turismo's garage may have seemed neverending, with every car you could ever want to drive in there somewhere, but Sega has on offer a super-massive range of cars for you to race. There are at least 136 waiting for you to thrash, and you can bet there are even more hidden away as a little incentive to get you through the entire game. With different handling, speed and performance that each car requires, you have more than 136 ways of perfecting all the courses on the track – that's more than enough for even the most hardened of racing fans, we reckon.

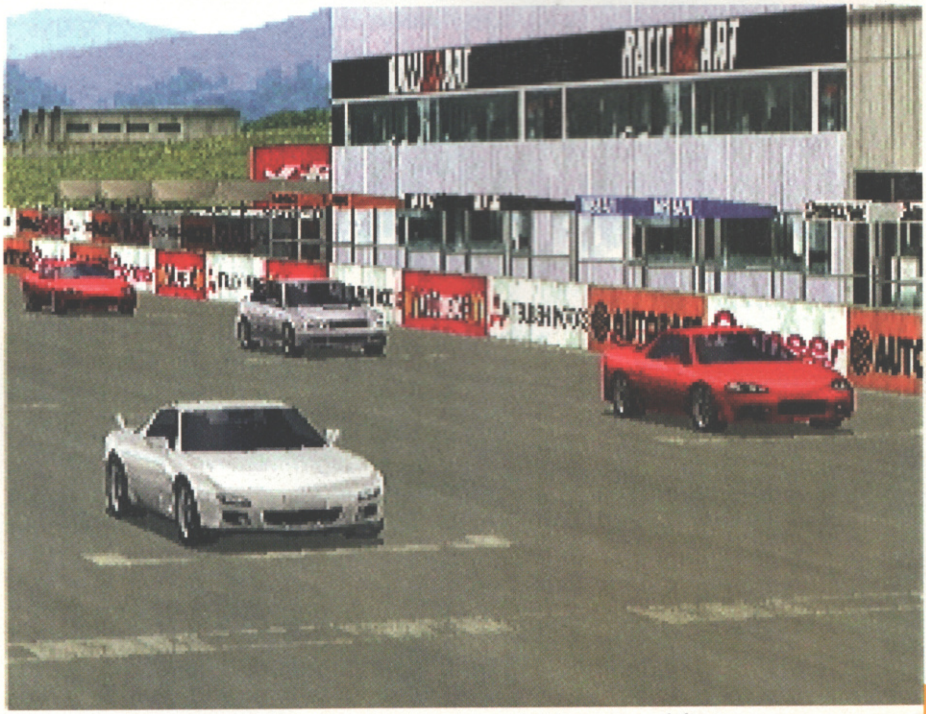
Sega GT really has been tweaked to perfection – you'll notice this when you start to win money for performing well in the races. A few hundred thousand dollars and the temptations of powerful turbos and beefier engines become too much to resist. Be careful though, the power toys have to be balanced out with handling and brake improvements, which means you have to learn how your car performs all over again. Get it right and your speed will go up, your lap



Hmm, guess we'll put that one down to a bit of oversteer



Make sure you turn off that girlie catch up in two-player



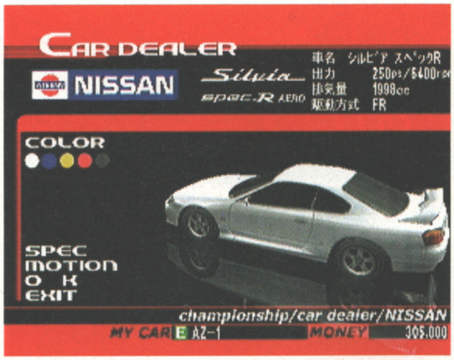
That family saloon in third place on the grid doesn't stand much of a chance against those sports cars in front times will come down and your mates will be left in awe as they try and figure out which combination you're using.

NICE PAINT JOB

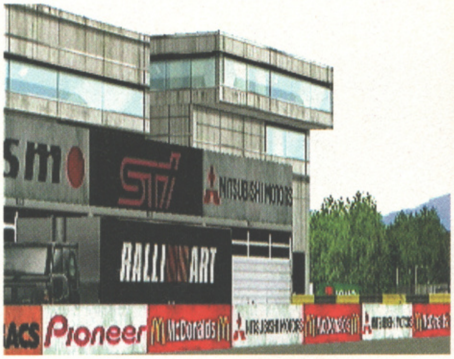
It's not hard to see why there are those who think *Sega GT* is aimed at giving *Gran Turismo 2000* and *Ridge Racer 5* on PlayStation2 a run for their money. There isn't a rough edge in sight and every pixel is smoothly blended to make this look amazing. Speed is a bit of a problem, though – when you're thrashing a circuit at 170kmh it still feels like you're moving at a very sedate pace (so you can imagine what it's like when you're moving at 50kmh). However, this gives you time to observe the gorgeously detailed scenery on offer. But after the amazing thrills of *Ridge Racer* and *Gran Turismo*, you feel that there is something missing here.

And what of the two-player mode? Well, it had to be in there somewhere, and it does unfortunately include our old friend, Mr Fog. Ah well, at least it's *got* a two-player mode. And while we're on the subject of extras, what about trading cars using the VMS or even downloading mini games, then uploading that data back into the main game – this baby does it all. And does *Gran Turismo* do that? Big fat no. You want more? How about online gaming. Now that Sega is finally going to get its internet gaming up and running, *Sega GT* should make full use of it. Hurrah!

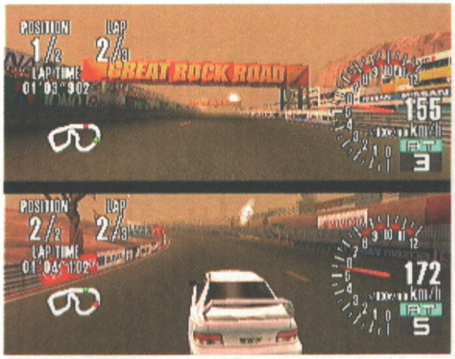
Race fans in Japan are buying this game in big numbers, shooting it up the popularity charts. And with UK Dreamcast owners desperate to fill the racing game void in their collection, you'd be a stark-raving fool (or Dean, who hates this) to bet against it doing the same over here for the one week that it actually charts (if the performance of *Crazy Taxi* is anything to go by). Watch out later this year when Sega finally gets around to releasing its *Gran Turismo* beater. Too late for Sega, or the start of a big revival?


CAR DEALER
NISSAN
Silvia
spec.R AERO
車名 シルビア スペックR
出力 250ps/6400rpm
排気量 1998cc
駆動方式 FR
COLOR
SPEC
MOTION
O K
EXIT
championship/car dealer/NISSAN
MY CAR E AZ-1
MONEY 305,000

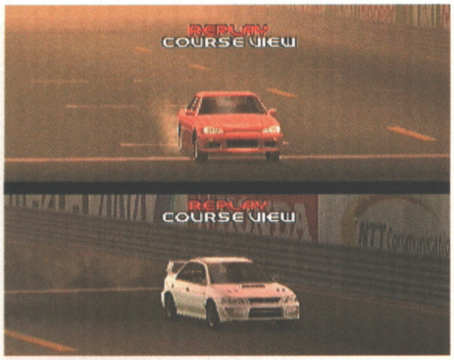
Nice car, but it would look so much better if it was in black


STi
MITSUBISHI MOTORS
RALLIART
Pioneer
McDonald's

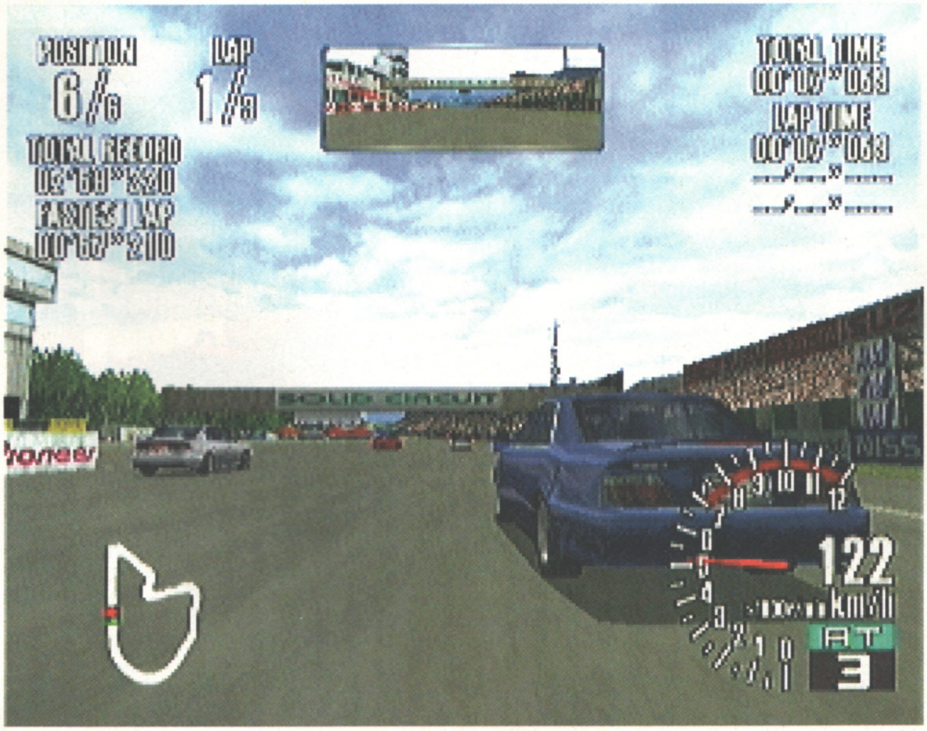
Sega has offset development costs by getting sponsors – cool


POSITION
1/2
LAP
2/3
LAP TIME
01'03"902
GREAT ROCK ROAD
155
km/h
AT
3
POSITION
2/2
LAP
2/3
LAP TIME
01'04"102
172
km/h
AT
5

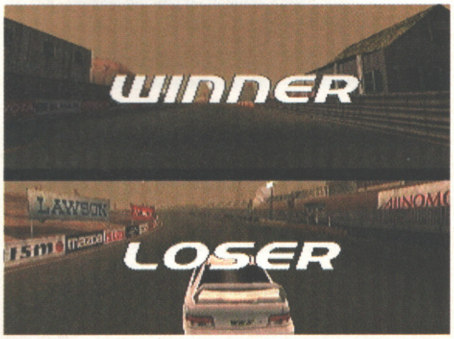
What's so great about this rock road? Only one corner is tricky!


REPLAY
COURSE VIEW
REPLAY
COURSE VIEW

Replays look just as impressive as *Gran Turismo*'s


POSITION
6/6
LAP
1/3
TOTAL RECORD
02'59"320
FASTEST LAP
00'57"210
TOTAL TIME
00'07"053
LAP TIME
00'07"053
122
km/h
AT
3

If you're this close to someone at 122kmh, the chances are you're going to meet a wall or a car the hard way


WINNER
LAWSON
LOSER

Much as I hate to rub this in, that's Lee on the bottom screen

CVG RECKONS

After a bunch of false starts and broken promises this could finally be the start of something new for Sega as it returns to the front of the starting grid. The fightback begins here...

END

TUNE IN FOR RPG ACTION

SUIKODEN OR DIRTY-DEN?

WORDS & SCREENSHOTS **LEE SKITTRELL**

SUIKODEN 2

OUT**END MAY** PLATFORM**PLAYSTATION**

Switching on a PlayStation RPG is a lot like tuning into a long-running soap. There may be things about it that make you cringe, but you know what to expect and you watch it because, secretly, you rather enjoy the familiarity of it all – the predictable stories and the sometimes bizarre character development. Even if you're new to the soap you can work out what's going on with relative ease because everything is painted in primary colours and spelled out for you.

HAVEN'T WE MET?

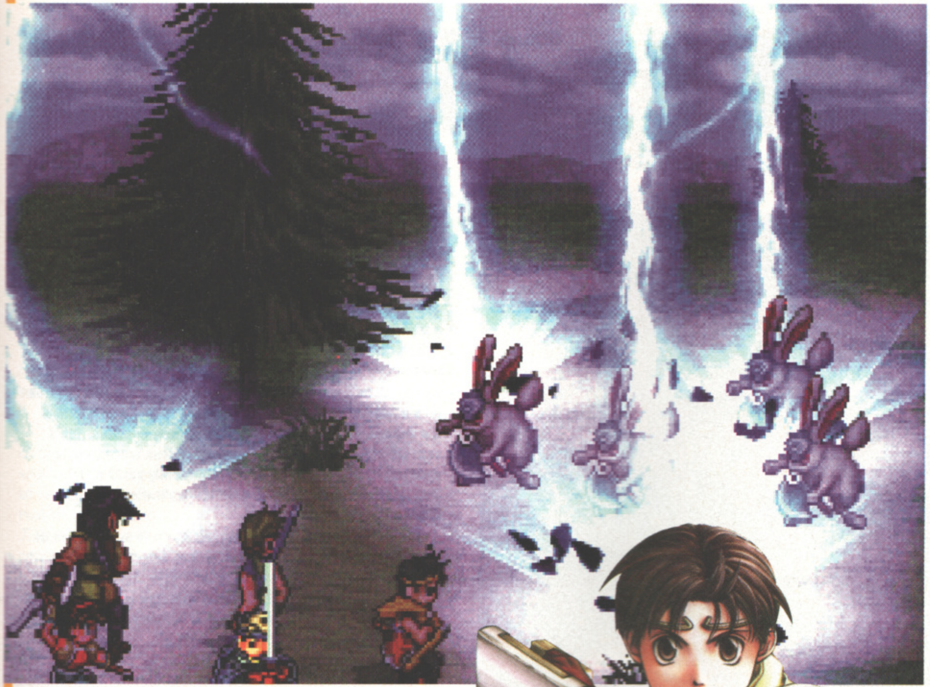
And, just as soaps have a stock of recyclable characters inhabiting their worlds, so do RPGs. But instead of the loveable rogues, the down-trodden wives, and the token lesbians of soapland, RPGs feature treacherous family members, vengeance-crazed despots, and children bound by destiny to go on perilous adventures.

FINAL FAMILIARITY

In this respect *Suikoden 2* doesn't disappoint. It knows the formula and sticks to it better than one of Betty's hotpots to the pan. Battles are turn-based and involve casting spells, healing team members and generally kicking off with an assortment of strange creatures. Objects can be examined and people can be chatted to. It's basically everything you could ask for from a traditional RPG. It looks like it's been carried off with a great amount of flair – the overall level of presentation is top-notch – and the action, for an RPG, moves along fairly briskly.

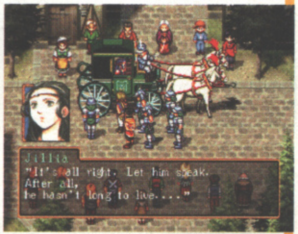
THIS IS HARDCORE

Unlike the mega-selling *Final Fantasy* games, this kind of old-skool RPG is always going to be about personal taste, and it looks as if there'll be little to convert arcade-action freaks to the RPG cause. If they do rock your world, however, *Suikoden 2* has the potential to become the EastEnders to *Vandal Hearts 2*s Eldorado.



The gorgeous graphics when casting spells make it even more satisfying to fry axe-wielding little bunnies. Anyone for stew?

Random battles a-go-go – but it's good for building experience points



Jillia
"It's all right. Let him speak.
After all,
he hasn't long to live...."

The sprites are big and sharp and work well against the game's flat backgrounds

CVG RECKONS

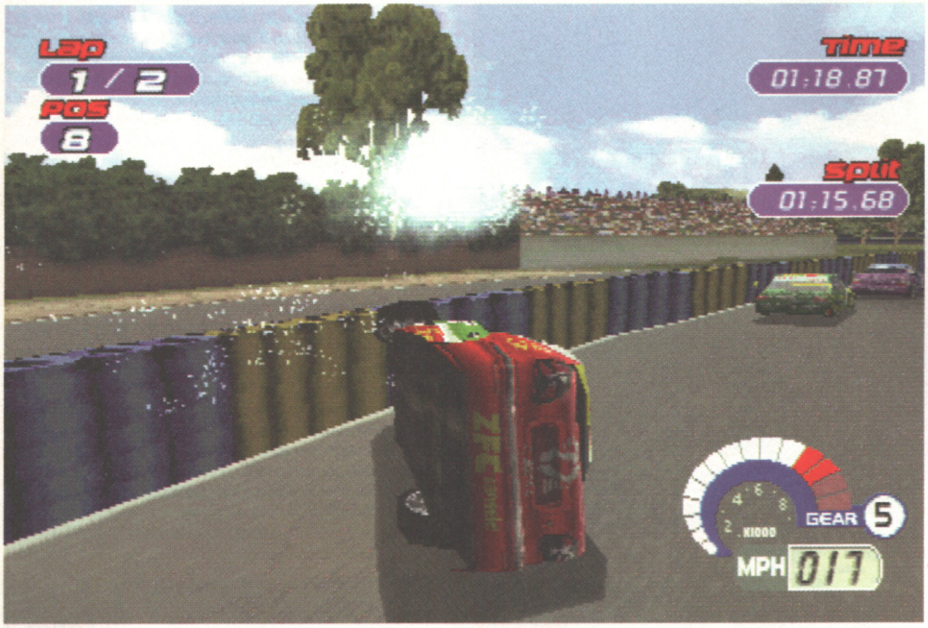
Suikoden 2 *is potentially the last great old-skool RPG on PlayStation before PS2 adventures break the mould forever.*

END

BITTERSWEET SYMPHONY

NEW *TOCA* GAME NOT MAKING THE RIGHT NOISES – YET

WORDS & SCREENSHOTS **DEAN SCOTT**


Lap
1 / 2
POS
8
Time
01:18.87
Split
01:15.68
X1000
GEAR 5
MPH 017

Stuff it on any corner and it's really tough to get back into the race

WTC WORLD TOURING CARS

OUT: **SUMMER 2000** FORMAT: **PLAYSTATION**

Sherbet-covered red liquorice bootlaces. When you first put them in your mouth they taste really terrible. Your face contorts as every atom of sensibility in your body urges you to spit this filthy crap out, right now. And then it's OK, the pain stops. You're left with some tasty red liquorice and the torture seems worthwhile. Playing the first two *TOCA* games was a similar experience. Initially you're repulsed because it's impossible to do anything even vaguely sensible. You'd spin off at every corner and probably spend more time in sand than the average crab. Then gradually you'd adapt your skills and get right into one of PlayStation's premier driving franchises.

With this in mind, we've been slavering in anticipation of the third game in the series, which has dropped the UK-specific *TOCA* licence to become *World Touring Cars* (making *WTC* the son of *TOCA* in all but name). Preview discs arrived which we proceeded to play for hours – but we're still struggling to find the sweet bit.

IT'S EARLY DAYS YET

Let's not write *World Touring Cars* off straightaway. It's not out until the summer and this is an early version. But the obligatory 'all-new physics engine' is really causing us some concern… As is the on/off nature of the throttle, which is making speed control a nightmare… and the terribly twitchy steering that sets your car fishtailing at even the subtlest directional alteration at high speed.

Lap
1 / 2
POS
7
Time
01:18.84
Split
01:16.43
GEAR 3
MPH 021

Get used to seeing a well smashed-in touring car

Lap
1 / 2
POS
6
Time
00:56.57
GEAR 5
MPH 089

We smashed this dude's window in for a laugh. It wasn't that funny

Lap
2 / 2
POS
5
Time
00:21.06
Best
01:59.51
GEAR 4
MPH 060

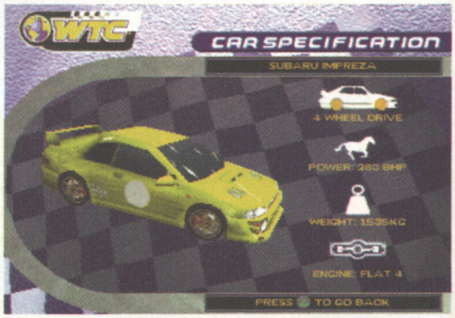
Clip another car on the back and they spin out instantly

Player 1
WRX

Take the world's best touring cars and paint them a minging colour

Lap
1 / 2
POS
9
Time
01:05.63
GEAR 6
MPH 029

It's easier to stand the car on its nose than to do a lap unscathed


WTC
CAR SPECIFICATION
SUBARU IMPREZA
4 WHEEL DRIVE
POWER: 280 BHP
WEIGHT: 1535KG
ENGINE: FLAT 4
PRESS TO GO BACK

The car spec screens are pretty sparse on information

CALL THE RSPCA

Even if you manage to keep the car on the track, you won't get a medal. What you get are The Bast@rd$. These are the CPU-controlled cars who take great pleasure at nudging the side of your car as you jostle in bends. Your car then spins off violently into the sand. Your pad goes down, you get up and the cat gets a boot in the face. Magic.

NEW PHYSICS, NEW DANGER

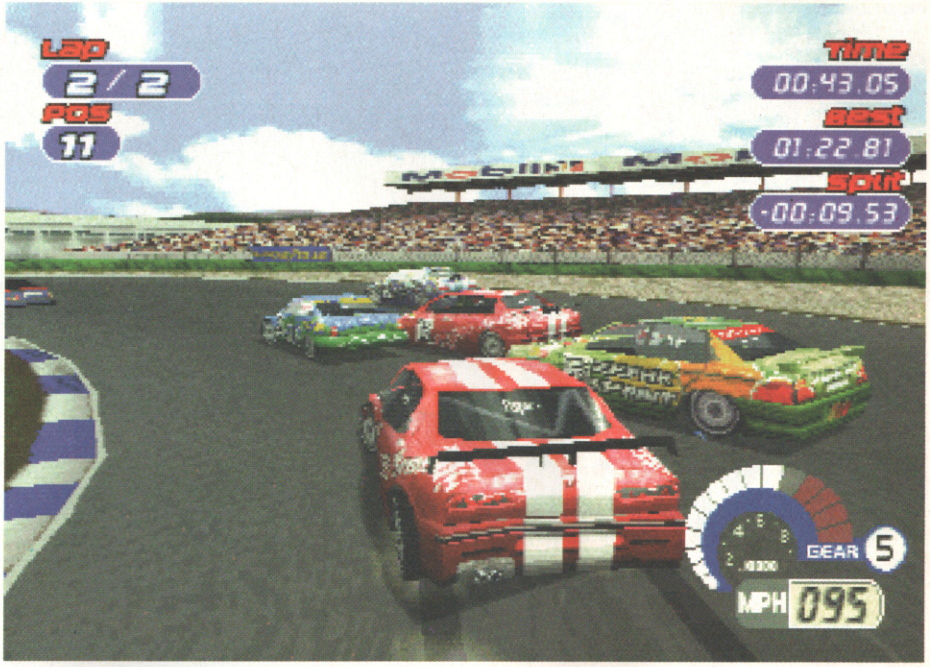
Back to that troublesome new physics engine. The techie bods at creator Codemasters call it a unique 'momentum prediction engine', and apparently it makes for 'the best car handling yet seen on any PlayStation game'. Well, realistic it might be, but precious few people will be able to testify to that. We're more concerned with how much fun it is, or rather how much fun it isn't. It's much tougher to play than *TOCA 2* (which we loved), and for many gamers this is likely to prove an unwelcome tweak.

THE GOOD STUFF

Of course it's not all bad news. Because the net has been widened to encompass the world of touring cars – as opposed to just the UK – you can expect a much larger game. The 23 real-life tracks let you race across five continents. *Gran Turismo 2* fans will already be familiar with the Laguna Seca raceway in the US, and this features alongside exotic circuits such as Surfer's Paradise and the home-grown Snetterton. The version we played featured nearly 50 different cars as well, which is mighty impressive.

THE COOL STUFF

Coolest of all the new features is the car damage system. Drive like a loon and your car feels it. Bumpers will be left hanging off, lights will get cracked, your bonnet flies off – the list goes on. All the car damage is proportional to where you were hit and at what speed, and it all looks amazing. Graphically the game isn't a great leap from *TOCA 2*, but the courses look good and there's some tasty *Turismo*-esque lighting on the cars.

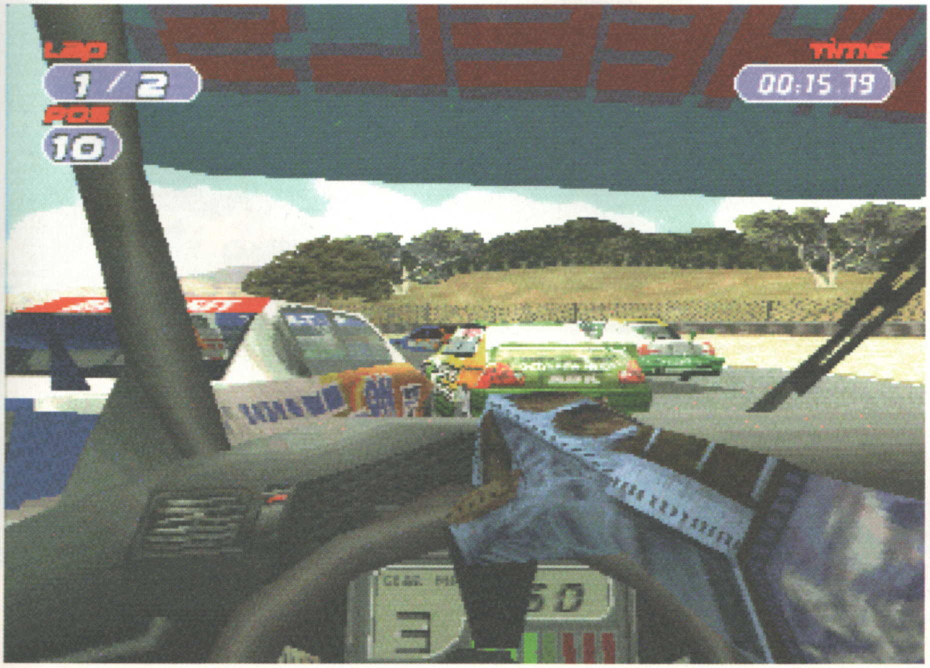


Back off the throttle at a crowded corner. If you blaze in, you'll mess up

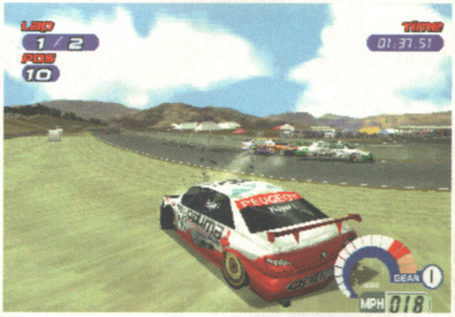
CVG RECKONS

We'd love it to be better than TOCA 2. *We want it to be great, and you've got to be cruel to be kind.*

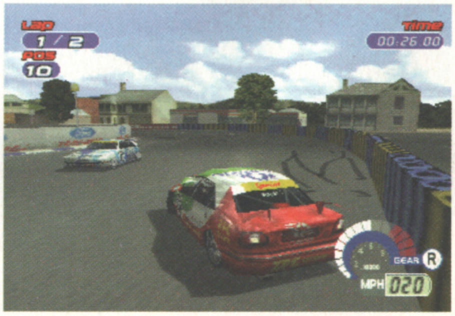
END



The in-car view looks cool but is really tricky to play with



Luckily, the standard kit for this car includes a bucket and spade



Welcome to Frustration Central. You may scream at any time

So it's not all fit babes slugging it out. There are some nasty blokes to fight too

Karumi gets to grips with Leon and you don't want to see what she does next…

BATTLE OF THE BABES

PERVIEST BEAT 'EM UP EVER HITS DC

WORDS **LES ELLIS** SCREENSHOTS **ACCLAIM**

DEAD OR ALIVE 2

OUT **LATE MAY** FORMAT **DREAMCAST**

Big breasted babes wearing pervy outfits bitch-fighting each other – kinda makes all the fuss about Lara Croft seem a bit tame doesn't it? The Dreamcast version of *Dead Or Alive 2* shows that all the talk of DC being dead may be premature as it proves it's possible to squeeze PlayStation2-looking graphics out of the machine. And we had to look real close at some of these women for a long time to make sure.

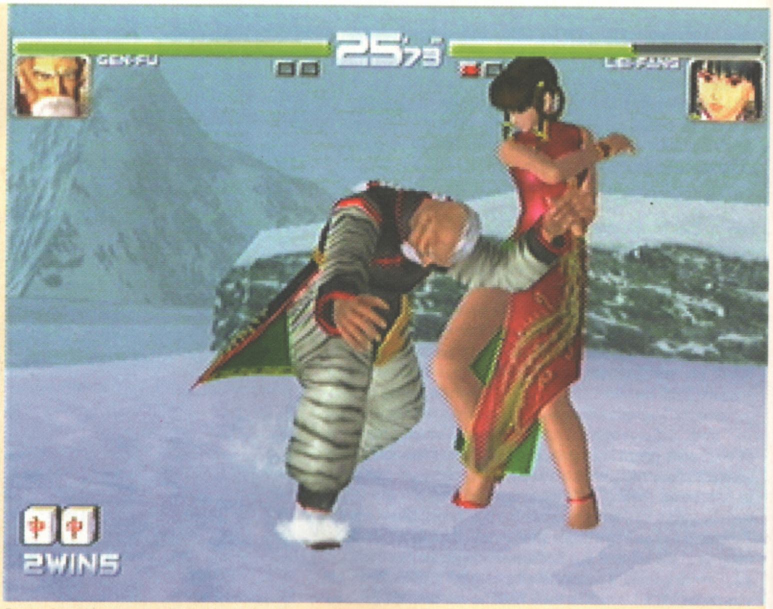
A big, fat, hairy deal has been made out of *Tekken Tag* and the way the grass actually moves on one of the levels. So what? What does this add to the gameplay? Nothing. But if you're into that level of detail take a look at *DOA2*. The costumes are great, the backdrops are incredibly intricate and you can even see the characters breath on the snow level. Oh, and did we mention the jiggling breasts? Choose a female character (there are male ones, but who cares), get the right outfit (they all have several to choose from), and sit back to watch 'em move. Yummy.

SLUGFEST

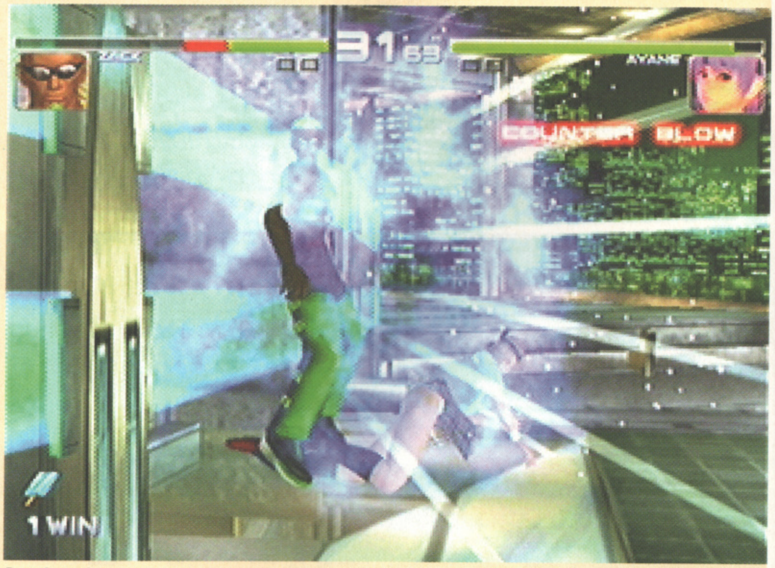
The fighting isn't as advanced as the likes of *Tekken*, but there are enough special moves and basic manoeuvres to keep it interesting – and they're all easy to access, so in a few goes you'll be able to hold your own against a seasoned veteran. You'll also find it dead easy to adapt to different characters, making experimentation more fun. To make things more interesting, a lot of the stages are multi-levelled, so you can kick people off ledges and carry on the fight somewhere else – how cool is that? Oh, and of course, it wouldn't be a fighting game if there weren't plenty of secret people to find.

LIFESAVER

DOA2 is set to kick new life into the Dreamcast when it launches, with incredible graphics, slick gameplay and an addiction factor that you have to feel to believe (plus those lovely jiggling bits). This is gonna blow your socks off. We already suspect it's better than PlayStation2's *Street Fighter* outing and should rock our world when we review it next month.



Frozen breath and puffs of snow when you're stomping around – anything PS2 can do, Dreamcast can do



Even the environments can cause spectacular effects, like when you're kicked into electric fences

Now this is attention to detail. See that nice short skirt? If she stands over an air vent, it lifts up to reveal her underwear

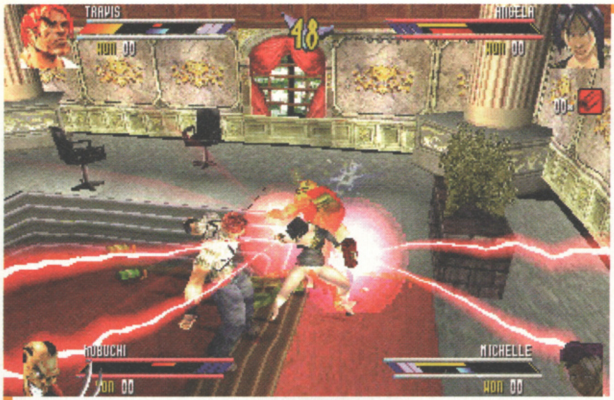
One hard kick sends Leon over the edge, and then you get to jump down after him to carry on the carnage

WINNER
Good! I can sleep well tonight!

Yup, she's a winner in our book as well. Move over Lara, there's a new queen of the videogame babes – Tina

CVG RECKONS

Stunning looking and plays like a dream (plus it's full of big breasted babes) – this one could hold the immediate future of Dreamcast in its hands.



BRILLIANT !
RAGE
KINTARO

SCROLLERS FIGHT BACK

DOUBLE DRAGON MEETS SMASH BROS – AND THEN SOME

WORDS & SCREENSHOTS **LEE SKITTRELL**

GEKIDO

OUT ***LATE APRIL*** *FORMAT* ***PLAYSTATION***

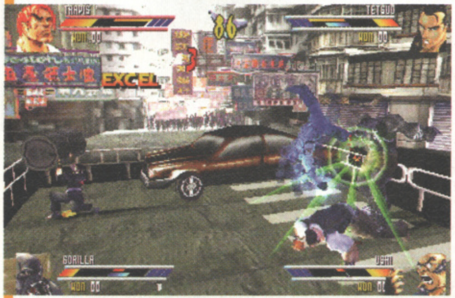
The scrolling beat 'em up was all but forgotten in the excitement over PlayStation and Saturn several years ago. It marked the end of a videogame era – until now...

MORE GAME FOR YOUR MONEY

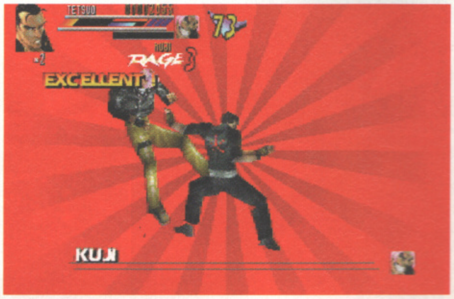
Fans of roaming-fighter classics *Double Dragon* and *Streets Of Rage* should be getting very excited about *Gekido*. As well as some quite brutal four-player 3D fighting, the game also has a selection of one- and two-player co-operative scrolling missions and is the game's best feature. The action in the Story mode would feel at home in the swankiest of arcades, with satisfying attacks to dish out and time-limits to stick to.

ARCADE ACTION

The characters are quirky and respond well to your button presses - especially in the four-player fights - and their fluid animations are impressive. At this stage, playing *Gekido* is like visiting your favourite arcade, playing old favourites and discovering they've had a beautiful make-over. The inclusion of different play styles is sometimes to be seen as compensation for weak gameplay, but it looks as if *Gekido* will add up to a whole lot more than the sum of its parts.



In four-way battles, use objects in the arena to mess up your mates



The special 'rage' moves unleash powerful attacks on the enemy

CVG RECKONS

Four-player fisticuffs and scrolling beat 'em up action in one game? Bring it on.

Who is Lucy Skyboarder?

Find out and you could win a prize

To meet Lucy Skyboarder and her gang and to find out how you could win some fab prizes visit our website.

www.royalmail.co.uk/breaktime

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Royal Mail

GALERIANS

OUT**MAY** FORMAT**PLAYSTATION**

Weapons are for girls. For the ultimate thrill-kill how about looking at someone and making their head explode. Now that's the kind of thing you want to see in a videogame. Enter *Galerians*.

RESI-MENTAL EVIL

The scientists in *Galerians* must be a dumb bunch. They've forced a 14-year-old girl to consume huge amounts of drugs, enhancing her psychic and telekinetic powers to a point where she can now escape their clutches. All hell (literally) is about to break loose. Forget *Resident Evil*-style zombies and mutants, all you have to survive are whitewashed labs and people whose heads are suffering from the induced drug nightmares. As you can probably tell, this is not a game for the squeamish.

BRAINPOWER

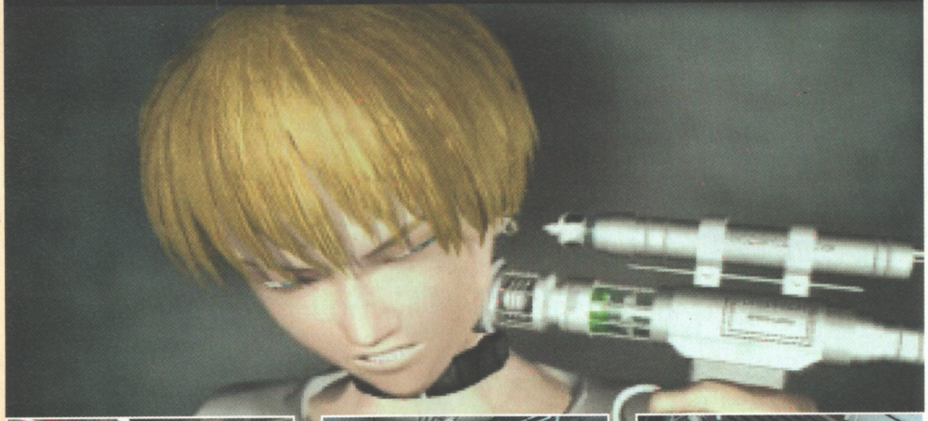
As well as zombies being a thing of the past, so is examining items. Using your newly-developed powers you experience flashbacks when you touch objects, giving you clues about what you have to do next or what's about to happen. In some blatant abuse of your powers, you can also blast people off their feet or even burn them up in an inferno – maybe being psychic isn't all that bad after all. *Galerians* is a three-disc monster that'll be filling the gap now that you've finished *Resident Evil 3: Nemesis* and have to wait for the next instalment.

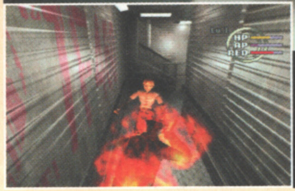
CVG RECKONS

May not be as horrific as the beloved Res *series but* Galerians *is set to shock our world next issue.*

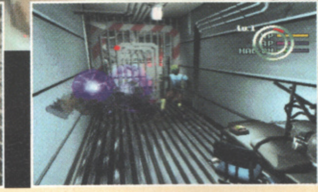
MIND BLOWING

EVER HEARD THE PHRASE, 'IF LOOKS COULD KILL?'

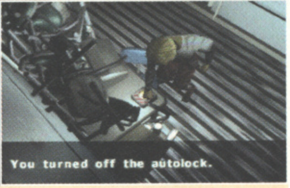




Leg bone's connected to the... head will be connected to my hammer if he gets closer



Hitting that skull could open the door that has been causing all the problems

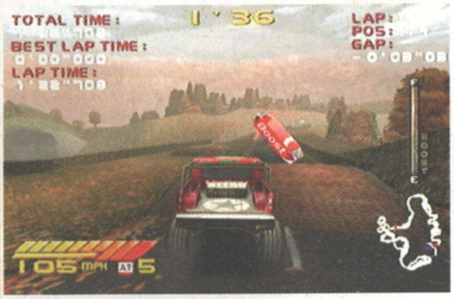


You turned off the autolock.

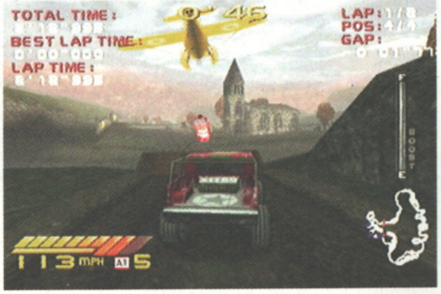
Health? Armour? Experience points? This isn't *Quake*? I'm in the wrong game, Agghh!

4 WHEEL THUNDER

OUT**JUNE** FORMAT**DREAMCAST**



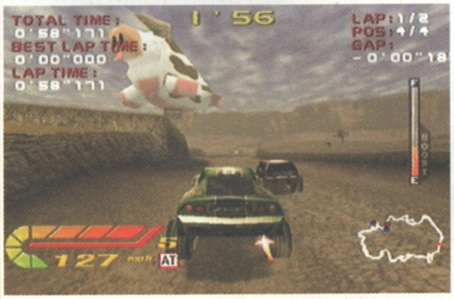
Use the boost capsules and the shortcuts to wipe out your opponents



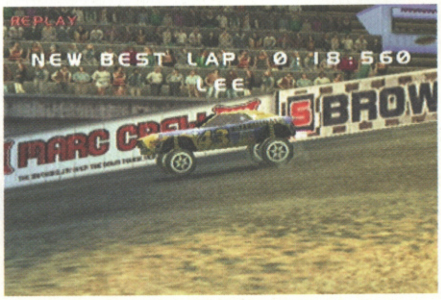
The graphics are great and fast-moving without pop-up or fogging

ADRENALINE RUSH

DRIVE UP A STORM ACROSS RUGGED TERRAIN



Big floaty cow! Don't let it distract you from the race in hand, though



Check out your technique and best times in the Replay mode

RACE UP A STORM

In a market where even rally games are turning to super-realistic handling and accurate car physics, players longing for the relatively simple pleasures of the arcade-style racer are becoming increasingly more frantic. The good news is *4 Wheel Thunder* drives in the face of this current racing game convention. Race meaty vehicles around indoor and outdoor arenas, finding shortcuts and using every available speed boost to be first across the line.

RUSH STREET

What's so striking about *4 Wheel Thunder* is the pure adrenaline rush you get from playing. The computer controlled vehicles drive faster than your top speed, leaving you dependent on the speed boost capsules littering the tracks. Learning where these are is much of the challenge and the satisfaction of screaming past the lead car with only a few seconds of boost left reminds you how much fun videogames can be.

DRIVER'S DREAM

4 Wheel Thunder is sure to split players down the middle in the popularity stakes when it's released. Some will see the action as shallow and lacking in longevity – a real concern with arcade-style racers. Many others will love the 'easy to get into' gameplay and awesome adrenaline kick.

CVG RECKONS

If 4 Wheel Thunder *can offer long-term thrills as well as instant laughs it could go down a storm.*

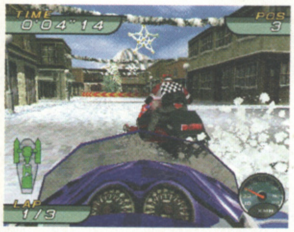
SNOCROSS CHAMPIONSHIP

OUT**MAY** FORMAT**PLAYSTATION**

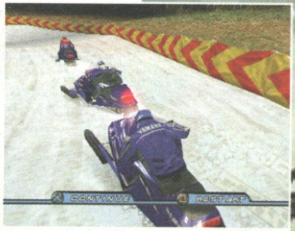
Take the wheels off a motorbike and what are you left with? Not much. But now add some snow tracks at the back to heave it along and some skis to steer it and you have the ultimate cold weather racing machine – the skidoo. Prepare for some high-speed deep-powder action.

SKID MARKS

Snocross follows the racing formula closely. Choose your machine and enter a series of races. The better you do, the more money you win and better improvements you can make. Three championships will provide plenty of challenge while a easy to use track editor lets you design the track of your dreams – and your opponent's nightmares. Where this breaks from the formula though, is that all action takes place on snow and ice and adds a whole new element as tight corners and jumps provide all kinds of headaches. Check this out next issue.



Dean got lost in a forest when he tried this joyriding lark in Canada – doh!



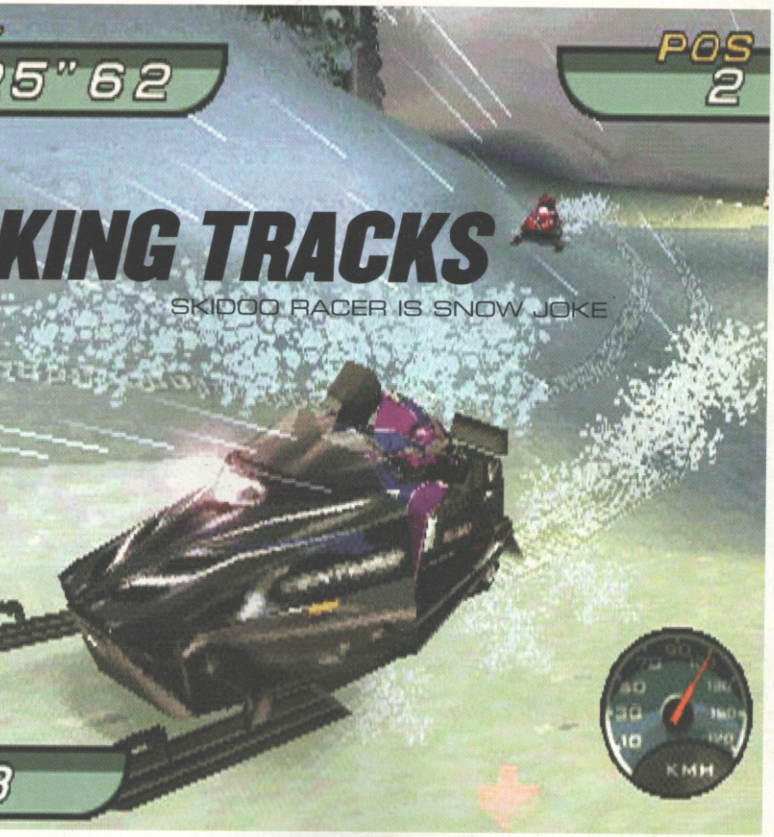
Huge crashes and flash overtaking make for good replays

CVG RECKONS

Could offer something new to a tired genre.

MAKING TRACKS

SKIDOO RACER IS SNOW JOKE



JJB SPORTS

MATCH

YOUR TEAM COULD BE LIFTING THE WORLD CUP!

It returns football skills and fun to the streets in the fastest form of football on the planet, and what's more, Puma Street Soccer is watched by International Puma soccer stars, including World Cup Winning captain Didier Dechamps, Jaap Stam, Paul Ince, Martin Keown, David Batty, Kevin Campbell, John Hartson, Shaka Hislop and many more.

Boys and girls teams of 6 in the U16's and U14's age groups will compete to represent the UK at the **Puma Street Soccer World Finals in Kuala Lumpur, Malaysia.** At least 1 player will be offered **1 weeks trial at a Premiership Club.**
Regional qualifiers will be held all over the UK before a **National Final at The Millennium Dome on the 12th August** to decide which teams, plus 2 guardians, will collect their full Puma kit and **fly for free to play in this year's Puma Street Soccer World Finals on the 25th August.**
It's only £49.99 for a squad of six players to enter - just £8.00 per player!
EVERY regional player receives:

- **At least 45 minutes of match play per team**
- **Guaranteed attendance of 2 or more soccer stars at the event.**
- **Discounted Family Travel package to the Millennium Dome**

Teams reaching the UK final receive:

- **FREE Puma kit,**
- **FREE entry to the Dome**
- **Discounted travel and accommodation in London.**

TO ENROL YOUR TEAM, representatives can complete the entry form below, or for telephone bookings and further information, call the Puma Street Soccer Hotline number: 08708457862.
On Entry each team will receive a players' pack including venue details, format for the day, rules and player's badges.
NB: Players must be aged within their competition group up to 25/08/00.

PHONE 08708457862

Fill in this form and send it with a cheque or postal order made payable to:
Spirit Event, No. 10 The Town Hall, Towcester Northamptonshire NN12 6BS

Team Name ____________________
Guardian Name ____________________
Home tel.no ____________________
Email address ____________________
Address ____________________
Post code:

PUMA STREET SOCCER
SERVE YOUR COUNTRY. PLAY HARD

WIN THIS LOT NOW!

THE BEST COMPETITIONS ARE ALWAYS IN CVG

PlayStation
NINTENDO
STAR WARS EPISODE I RACER
NINTENDO64
8-1 MULTI-STICK
Visual Memory
SOUND STATION
PlayStation

THE GREATEST GAMES COMPO EVER

WIN! WIN! WIN!

… your arms. Not much of a prize, eh? But how about your arms full of games. As many as you can grab in an exclusive dash around the games department of a new HMV store.

HMV is opening a brand new landmark store in Oxford Street, London, on 18 May, and to celebrate it's giving a lucky CVG reader the kind of prize you only dream of. You get one minute to leg it round the games department of this store, grabbing as many games as you can with no security guard to stop you when you leave. In other words, it's a mad trolley dash (minus the trolley) where the prize value is only limited by how fast you can run and how much you can hold. One simple question stands between you and this awesome opportunity to win the best games collection in the country, for free!

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Pay here

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PlayStation
DUAL SHOCK
PlayStation
PlayStation
NINTENDO64
STAR WARS RACER
ISS PRO EVOLUTION
NEOGEO POCKET COLOR
SNK
RESIDENT EVIL
RESIDENT EVIL 2
Security Protected
Model: SP3001B
Dreamcast
Dreamcast

It couldn't be easier. All you have to do to win this amazing compo is tell us when the new HMV store is opening. Simply circle your answer from the selection below, fill in your details and send it to us at: Greatest Gaming Compo, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct non-smelly entry drawn from Lee's pants wins. Entries must be in by Wednesday 31st May.

On which date is the new HMV store opening?
A. 18th April
B. 18th May
C. 18th June
Name:

Address:

Machine(s) owned:

RULZ:
1. The contestant can only grab one software format during the allotted time.
2. Boxed sets, imported titles and hardware are excluded from the grab.
3. You may receive no assistance and must carry the products at all times (no receptacles such as baskets can be used, and product must not be carried in jackets or any other item of clothing). Any product dropped or placed on the floor cannot be claimed by the contestant. The contestant can keep all products that he/she is holding at the end of the minute.
4. Multiple copies of any one title may not be taken.
5. HMV reserve the right to remove any product which does not comply with the above rules.

On occasion EMAP Active, publishers of Computer and Video Games, and associated companies will make offers of products or services which we believe may be of interest to our customers. If you DO NOT wish to have the details given here to be passed on, please tick the box. ☐

"We're proud to have teamed up with *CVG* to bring you the most exciting gaming competition ever. So good luck and who knows, it could be you!"

Nick Aldrich, games manager, HMV

EASY

What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is all about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, then send them into us. We'll give the writer of each letter printed a crisp tenner, no questions asked. Just make sure your tips are decent.

GAME BOY COLOR

■ TOY STORY 2

LEVEL	PASSWORD
2	PBPP
3	BJWJ
4	PJBW
5	WBPP
6	JBPJ
7	JJWW
8	PBWJ
9	BPWW

Spike Williams, Hertford

■ LOONEY TUNES: TWOUBLE

LEVEL	PASSWORD
1	Hector, Tweety, Taz, Granny, Sylvester
2	Taz, Sylvester, Tweety, Hector, Granny
3	Granny, Tweety, Hector, Sylvester, Taz
4	Sylvester, Tweety, Taz, Granny, Hector
5	Taz, Hector, Tweety, Sylvester, Granny

Richard Maddy, Bury

■ READY 2 RUMBLE BOXING

FIGHT AS KEMO CLAW: Highlight the Arcade mode option, then press Left (3), Right (3), Left, Right, Left, Right.
FIGHT AS NAT DADDY: Unlock Kemo Claw, highlight Arcade mode and press Right (3), Left (3), Right, Left, Right, Left.
FIGHT AS DAMIEN BLACK: Unlock Kemo Claw and Damien Black. Highlight Arcade mode and press Right, Left, Right (2), Left (2), Right (3), Left (3).

Harry Jones, Chester

DREAMCAST

■ JIMMY WHITE'S 2: CUEBALL

CHEAT MODE: Enter the snooker room and use Explore mode to look at the stool. This should take you into a mouse hole. Look around to see the Cheat Mode Activated message. You can now play against all characters.

Craig Farrington, Liverpool

■ CRAZY TAXI

EXPERT MODE: Hold L + R + Start as the character selection screen appears. The word Expert will appear in the lower-left corner. No destination or arrow indicators will appear in this mode.

Sol Chandler, West Drayton

PC CD-ROM

■ UNREAL TOURNAMENT

CHEAT MODE: The following code may only be enabled during a solo game. Press ['] to display the console, then enter 'iamtheone' to enable cheat mode. Then, enter 'god' at the console for invincibility. Add more bots: Type 'addbots#', where # is the desired number of bots. Advance to indicated map: Type 'open MAP' where MAP is the name of the desired map. All weapons: Type 'loaded'. Ammunition: Type 'allammo' for 999 units ammunition for each weapon. To fly: Simply type 'fly', and you'll get a message saying 'You feel lighter'. Not 'arf.

Charlie McAteer, Birmingham

■ DESCENT: FREESPACE 2

Cheat mode: Type www.freespace2.com during gameplay to enable Cheat mode. Then hold [~] and type one of the following codes to activate the corresponding cheat function. Enabling cheat codes will prevent mission advancement. Note: The unlimited weapons code CAN be used without penalty in Campaign mode. Simply enable the code in single-mission mode, quit the mission and resume a Campaign mode game.

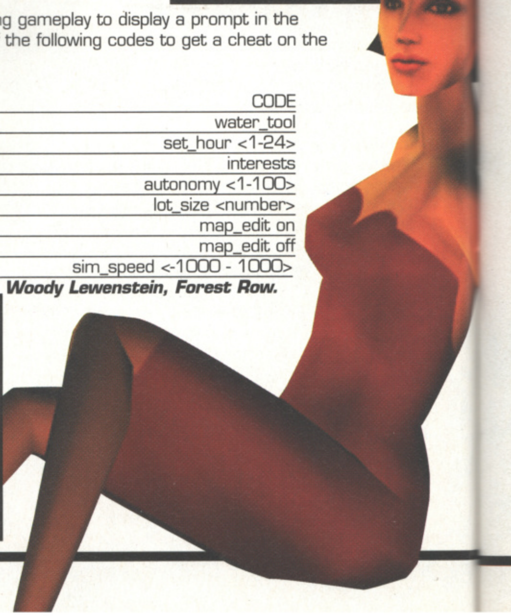
EFFECT	CODE
Kill selected target	K
Destroy targeted subsystem	[Shift] + K
Invincibility	I
Unlimited weapons for all ships	[Shift] + W
Unlimited weapons for only your ship	W
All primary goals complete	G
All secondary goals complete	[Shift] + G
All bonus goals complete	[Alt] + G

■ THE SIMS

CHEAT MODE: Press [Ctrl] + [Shift] + C during gameplay to display a prompt in the upper-left corner of the screen. Enter one of the following codes to get a cheat on the go.

RESULT	CODE
Create moat or streams	water_tool
Set time of day	set_hour <1-24>
Change personality and interests	interests
Set free thinking level	autonomy <1-100>
Set lot size	lot_size <number>
Map editor enabled	map_edit on
Map editor disabled	map_edit off
Set sim speed	sim_speed <-1000 - 1000>

Woody Lewenstein, Forest Row.



NINTENDO64

■ BATT
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WK(3),
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MONEY

Send in your best tips and get £10 in return

NINTENDO 64

BATTLETANX: GLOBAL ASSAULT

Enter these codes for matching cheats:
SELECT ANY LEVEL: 80DYS
INVINCIBILITY: HPPYHPPY
ALL WEAPONS: RCKTSRDGLR
UNLOCK THE BOAT ASSAULT SECRET LEVEL AFTER CAMPAIGN MODE IS COMPLETED: WRDRB

Here's how to get a multiplayer weapons power-up: Begin gameplay in multiplayer and collect 15 of one weapon, except for grenades. Aim at an opponent, then press A + B + Z to fire a powered-up version of that weapon.

XENA: TALISMAN OF FATE

INVISIBLE FIGHTER: Hold A and press Right(2), Left(2), Right, Left, Right, SK(3), WK, Z during a fight.
TAKE NO DAMAGE: Hold A and press Right(2), Left(2), Right, Left, Right, SP(3), WK(3), A during a fight.
ONE HIT KILLS: Hold A and press Right(2), Left(2), Right, Left, Right, SP(3), WK(3), R during a fight.

Tom Cook, London

NUCLEAR STRIKE 64

Enter the following passwords for these cheats:
INVINCIBILITY: CPPLM
ARMOUR INCREASED 50%: PCPNL
QUADRUPLE DAMAGE: BDGFK

Jon Curtis, Burnley

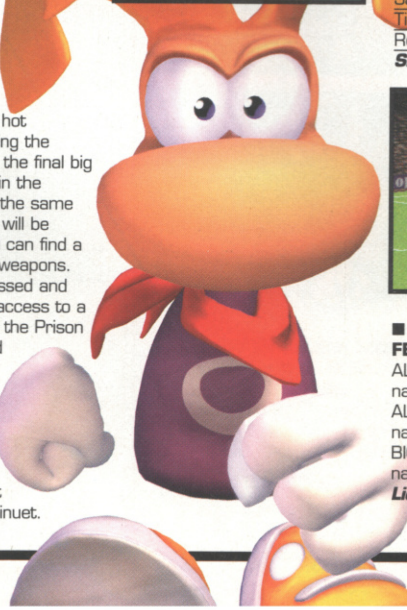
RAYMAN 2

New cheats for *Rayman 2*.

TOMB OF THE ANCIENTS: On the last level, just before fighting against the remote controlled Clark, place Rayman with the pirate behind him, keep the L button pressed and press A and B quickly. If you're fast enough, a wooden box will appear and you'll have access to a secret way. When Rayman is in the hot air balloon, press Z button 50 times during the cinematic to read special messages. For the final big boss in the plane, fly as high as you can in the tower and press the A and B buttons at the same time just before shooting the ceiling. You will be teleported into a hidden game where you can find a power-up of the crystal ball for unlimited weapons. During the credits keep the Z button pressed and press ABAABBAAABBB. It gives special access to a little shoot 'em up. It's possible to control the Prison ship by keeping the Z button pressed and by pressing, at the same time, AB+AB+AB. To up the gauge and maximum life bar, press the L button in tune with the tempo of the music played at the beginning of the game.

BONUS MAPS: During the loading of the score and collected Lums, play the forest minuet for access to the bonus map – Minuet.

Frank Simmons, Glasgow



PLAYSTATION

ACE COMBAT 3: ELECTROSPHERE

MISSION SIMULATOR: Unlock all five endings with a pilot by completing all 52 missions and save the game. Return to the title screen and load the completed game save file. The New File option will change to S-File. Choose that option for a simulator that allows any mission to be played with any airplane and difficulty setting.

Jeremy Hall, Norwich

UEFA CHAMPIONS LEAGUE

Want access to the eliminated teams? Successfully complete the UEFA Champions League scenarios. Select Exhibition mode. An option for Eliminated Teams will appear at the team selection screen.

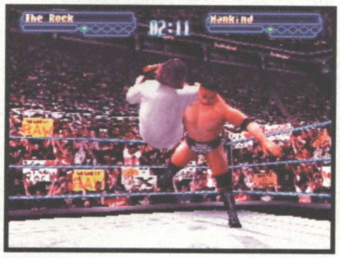
Michael Hately, Sheffield

WWF SMACKDOWN

BONUS WRESTLERS IN SEASON MODE: Complete the indicated number of years in Season mode to unlock the corresponding bonus wrestler.

WRESTLER	SEASONS
Ivory	1 year
Prince Albert	2 years
Jacqueline	3 years
Viscera	4 years
Mideon	6 years
Gerald Brisco	7 years
Pat Patterson	8 years
Sable	13 years
Tiger Ali Singh	15 years
Rock fan	20 years

Simon Wheat, Truro



LMA MANAGER

Enter the following names for the corresponding cheats:
WIN EVERY GAME: IVOR INVINCIBLE
£500 MILLION: KING MIDAS
SUNNY WEATHER: DRY DRY DRY
RAINY WEATHER: WET WET WET
QUICK INJURY HEALING: WITCH DOCTOR

Matthew Hendley, Stoke-on-Trent

CHAMPIONSHIP MOTORCROSS: FEATURING RICKY CARMICHAEL

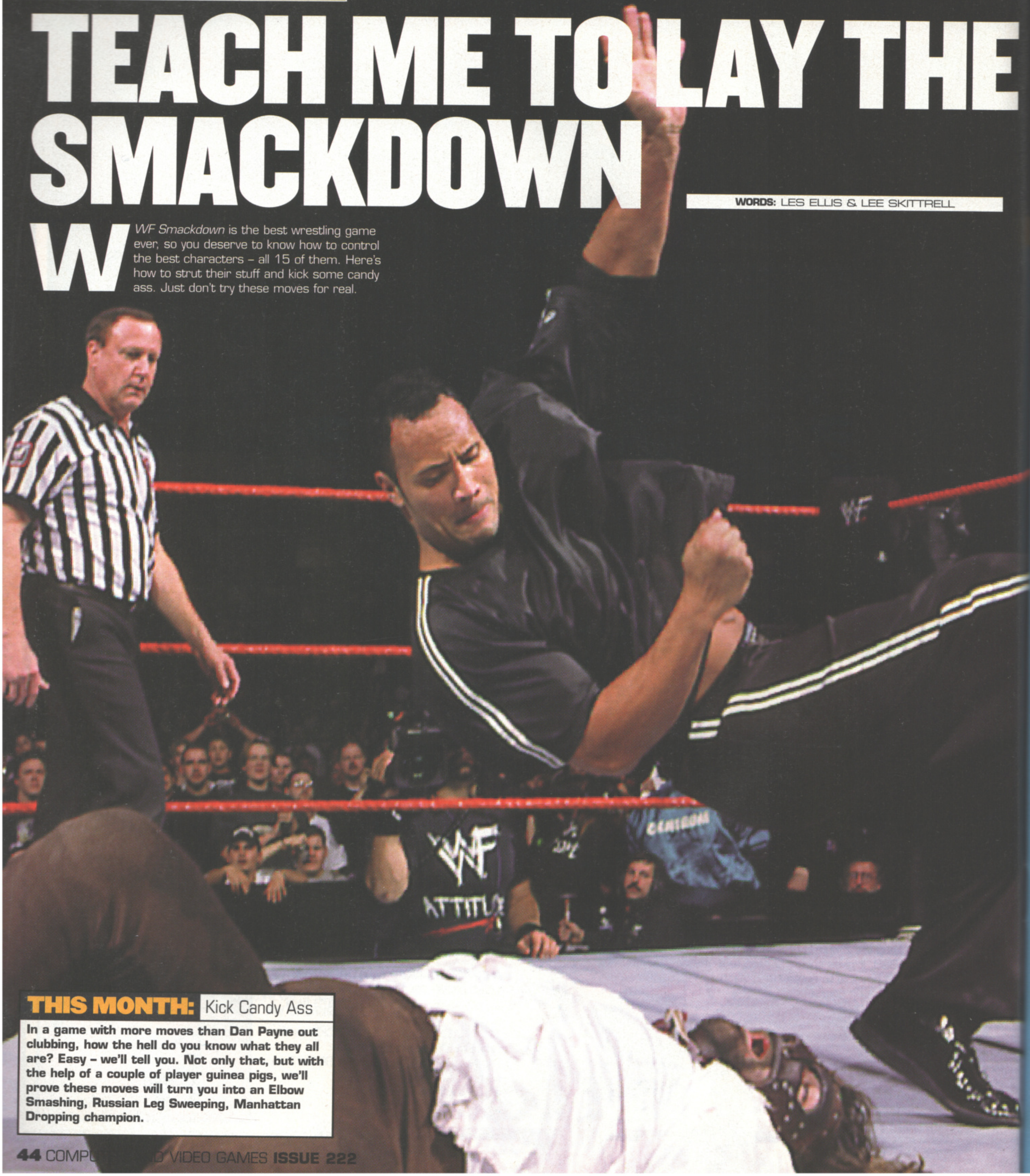
ALL CLASSES: Enter ALL EVENTS as a name in Championship mode.
ALL TRACKS: Enter DIRT TRACKS as a name in Championship mode.
BIG HEAD MODE: Enter GROSSE TETE as a name in Championship mode.

Lionel Lawson, London

POSITION
6/8
LAP
1/3
MPH

TEACH ME TO LAY THE SMACKDOWN

WORDS: LES ELLIS & LEE SKITTRELL



WWF Smackdown* is the best wrestling game ever, so you deserve to know how to control the best characters – all 15 of them. Here's how to strut their stuff and kick some candy ass. Just don't try these moves for real.

THIS MONTH: Kick Candy Ass

In a game with more moves than Dan Payne out clubbing, how the hell do you know what they all are? Easy – we'll tell you. Not only that, but with the help of a couple of player guinea pigs, we'll prove these moves will turn you into an Elbow Smashing, Russian Leg Sweeping, Manhattan Dropping champion.

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THE SMACKDOWN CHALLENGE

We roped two wrestling-mad *CVG* readers into the ring to lay the *Smackdown*

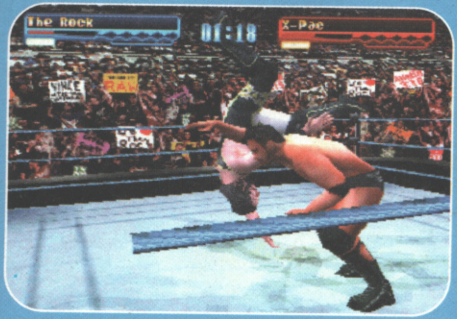
QUINCY PHILLIPS, 18

Quincy has already given *Smackdown* a fair pasting. "The moves are similar for each wrestler so you can try out the same combos on them all." Wrestler of choice: The Rock

IMRAN KAHN, 17

Imran is a big WWF fan. "It's not like other wrestling games," he said, "There are combos and sequences to learn that make it better." Wrestler of choice: Chris Jericho

THE ROCK



FINISHER

Peoples Elbow (opponent laying on ground/by head) – press L1 when you have green dot next to your life bar.

OUT OF RING FINISHER

Rock Bottom (both players standing/opponent dizzy) – press L1 when you have green dot next to your life bar.

ATTACK MOVES

The Rock Punches: X; Double Axe Handle: Up+X; Clothesline: Down+X; Toe Kick: Left+X; Elbow Smash: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Eye Rake: Up+O; DDT: Down+O; Club to Neck: Right+O; Scoop Slam: Left+O

BACK GRAPPLING MOVES

Sleeper Hold: Up+O; Atomic Drop: Down+O; Russian Leg Sweep: Right+O; Back Drop: Left+O

OPPONENT DIZZY GRAPPLING MOVES

Suplex: Up+O; Manhattan Drop: Down+O; Jump Swinging DDT: Right+O; Rock Bottom: Left+O

OPPONENT LAYING ATTACK MOVES

Angry Stomp: X, Up or Down+X; Rock Stomp: Left or Right+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick up: O; Mounted Punch: Up+O; Knee Smash: Left+O; Sleeper Hold: Right+O

NEAR LEGS – Rock Kick: Left+O; Leg Lock: Right+O; Slingshot: Up+O

RUNNING PLAYER MOVES

Clothesline: X; Shoulder Block: D-Pad+X

IN FRONT – Neck Breaker: O

IN BACK – School Boy: O

RUNNING OPPONENT MOVES

Irish Whip: O; Samoan Drop- D-Pad+O

TURNBUCKLE MOVES

FACING FRONT – Irish Whip: O; Superplex- Up+O; Foot Choke: Down + O; Shoulder Thrusts: Left+O; Foot Choke: Right+O

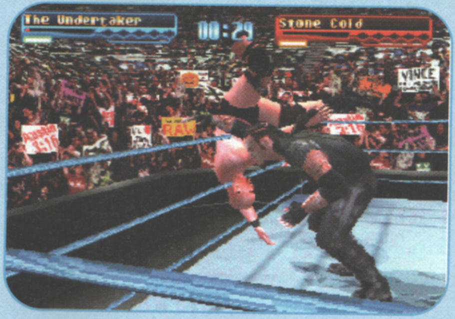
FACING BACKWARD – Irish Whip: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES

OPPONENT STANDING – Double Axe Handle: X

OPPONENT LAYING – Knee Drop: X

THE UNDERTAKER



FINISHER

Tombstone (both players standing/opponent dizzy) – press L1 when you have green dot next to your life bar.

ATTACK MOVES

Throat Thrust: X; Double Axe Handle: Up+X; Back Elbow Smash: Down+X; Toe Kick: Left+X; Body Punch: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Club To Neck: Up+O; Shoulder Breaker: Down+O; DDT: Left+O; Hard Scoop Slam: Right+O

BACK GRAPPLING MOVES

Irish Whip: O; Sleeper Hold: Up+O; Pumphandle Slam: Down+O; Reverse DDT: Left+O; Atomic Drop: Right+O

OPPONENT DIZZY GRAPPLING MOVES

Irish Whip: O; Choke Slam: Up+O; Jacknife Powerbomb: Down+O; DDT: Left+O; Rib Breaker: Right + O

OPPONENT LAYING ATTACK MOVES

Angry Stomp: X; Elbow Drop: Up + X; Leg Drop: Down + X; Knee Drop: Left Or Right+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick Up Opponent: O; Darkness Choke: Left+O; Mount Punches: Up+O; Sleeper: Right+O

NEAR LEGS – Lift Opponent To Feet: O; Kick To Leg: Up+O; Knee Stomp: Left Or Right+O

RUNNING PLAYER MOVES

Flying Clothesline: X; Shoulder Block: D-Pad+X

IN FRONT – Neck Breaker: O

IN BACK – Bulldog: O

RUNNING OPPONENT MOVES

Irish Whip: O; Back Drop: D-Pad+O

TURNBUCKLE MOVES

FACING FRONT – Irish Whip: O; Choke: Up or Down+O; Top Rope Walk: Left or Right+O

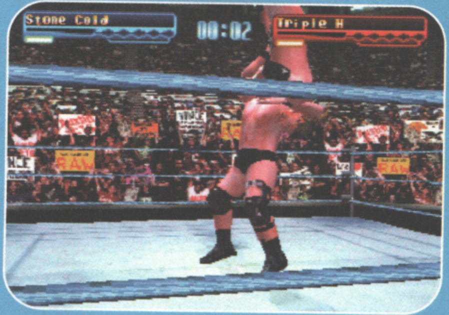
FACING BACKWARD – Irish Whip: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES

OPPONENT STANDING – Double Axe Handle: X; Flying Clothesline: D-Pad+X

OPPONENT LAYING – Knee Drop: X

STONE COLD STEVE AUSTIN



FINISHER

The Stunner (both players standing/opponent dizzy) – press L1 when you have green dot next to your life bar.

ATTACK MOVES

Austin Punches: X; Overhand Punch: Up+X; Standing Clothesline: Down+X; Snap Jab: Left+X; Toe Kick: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Eye Rake: Up+O; Side Buster: Down+O; Scoop Slam: Left+O; Suplex: Right+O

BACK GRAPPLING MOVES

Irish Whip: O; Sleeper Hold: Up+O; Bulldog: Down+O; Big Back Drop: Left+O; Turn Opponent Around: Right+O

OPPONENT DIZZY GRAPPLING MOVES

Irish Whip: O; Piledriver: Up+O; Side Buster: Down+O; Stunner: Left+O; DDT: Right+O

OPPONENT LAYING ATTACK MOVES

Angry Stomp: X; Austin Elbow Drop: Left Or Right+X; Angry Stomp: Up Or Down+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick Opponent Up: O; Sleeper Hold: Up+O; Mount Punches: Left Or Right+O

NEAR LEGS – Slingshot: Up+O; Kick To Groin: Left+O; Leg Lock: Right+O

RUNNING PLAYER MOVES

Power Clothesline: X; Shoulder Block: D-Pad+X

IN FRONT – Press And Knuckle: O

IN BACK – Bulldog: O

RUNNING OPPONENT MOVES

Irish Whip: O; Shoulder Back Toss: D-Pad+O

TURNBUCKLE MOVES

FACING FRONT – Whip to Opposite Corner: O; Foot Choke: Up Or Down+O; Shoulder Thrusts: Left Or Right+O

FACING BACKWARD – Whip To Opposite Corner: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES

OPPONENT STANDING – Double Axe Handle: X; Opponent Laying Diving Elbow: X

GIVE ME MORE

THE BIG SHOW

Big Show
00:02
Paul Bearer

FINISHER

Chokeslam (both players standing/opponent dizzy): Press L1 when you have green dot next to your life bar.

ATTACK MOVES

Chop: X
Double Axe Handle: Up+X
Standing Clothesline: Down+X
Big Boot: Left+X; Body Punch: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Pendulum Back Breaker: Up+O; Choke Toss: Down+O; Hard Scoop Slam: Left+O; Bearhug: Right+O

BACK GRAPPLING MOVES

Irish Whip: O; Sleeper Hold: Up+O; Atomic Drop: Down+O; Full Nelson Slam: Left+O; Turn Facing Front: Right+O

OPPONENT DIZZY GRAPPLING MOVES

Irish Whip: O; Body Press Drop: Up+O; Jacknife Powerbomb: Down+O; Strong Headbutt: Left+O; Side Buster: Right+O

OPPONENT LAYING ATTACK MOVES

Elbow Drop: Up Or Down+X; Angry Stomp: X Or Left or Right+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick Up Opponent: O; Camel Clutch: Up+O; Mounted Punches: Left+O; Darkness Choke: Right+O
NEAR LEGS – Boston Crab: Up+O; Knee Stomp: Left+O; Leg Kick: Right+O

RUNNING PLAYER MOVES

Running Shoulder Block: X; Drop Kick: D:Pad+X
IN FRONT – Neck Breaker: O
IN BACK – School Boy: O

OPPONENT RUNNING MOVES

Irish Whip: O; Shoulder Block Toss: D:Pad+O

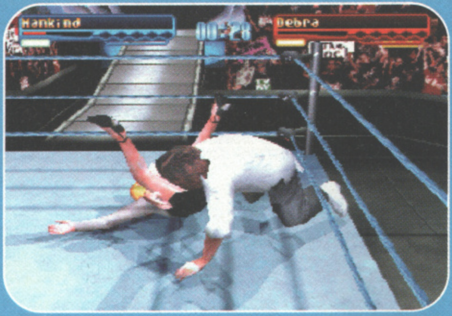
TURNBUCKLE MOVES

FACING FRONT – Irish Whip: O; Mudhole Stomping: Up Or Down+O; Choke: Left Or Right+O
FACING BACKWARDS – Irish Whip: O; Back Drop: D:Pad+O

TOP TURNBUCKLE MOVES

OPPONENT STANDING – Double Axe Handle: X; Dropkick: D:Pad+X
OPPONENT LAYING – Elbow Drop: X

MANKIND



FINISHER

Mandible Claw (both players standing/opponent dizzy) – Press L1 when you have green dot next to your life bar.

ATTACK MOVES

Austin Punches: X; Body Punch: Up+X; Standing Clothesline: Down+X; Toe Kick: Left+X; Chop: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Eye Rake: Up+O; Manhattan Drop: Down+O; DDT: Left+O; Scoop Slam: Right+O

BACK GRAPPLING MOVES

Irish Whip: O; Diving Reverse DDT: Up+O; School Boy: Down+O; Face Crusher: Left+O; Back Drop: Right+O

OPPONENT DIZZY GRAPPLING MOVES

Irish Whip: O; Pulling Piledriver: Up+O; Jacknife Powerbomb: Down+O; Double Arm DDT: Left+O; Hard Scoop Slam: Right+O

OPPONENT LAYING ATTACK MOVES

Angry Stomp: X; Elbow Drop: Up Or Down+X; Leg Drop: Left Or Right+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick Opponent Up: O; Mount Punches: Up+O; Camel Clutch: Left+O; Sleeper Hold: Right+O
NEAR LEGS – Pick Opponent Up: O; Leg Lock: Up+O; Knee Stomp: Left+O; Slingshot: Right+O

RUNNING PLAYER MOVES

Clothesline: X; Shoulder Block: D-Pad+X
IN FRONT – Neck Breaker: O
IN BACK – Face Crusher: O

RUNNING OPPONENT MOVES

Irish Whip: O; Powerslam: D-Pad+O

TURNBUCKLE MOVES

FACING FRONT – Irish Whip: O; Mudhole Stomping: Up Or Down+O; 10 Punch : Left Or Right+O
FACING BACKWARDS – Whip To Opposite Corner: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES

OPPONENT STANDING – Double Axe Handle: X; Front Dropkick: D-Pad+X
OPPONENT LAYING – Knee Drop : X

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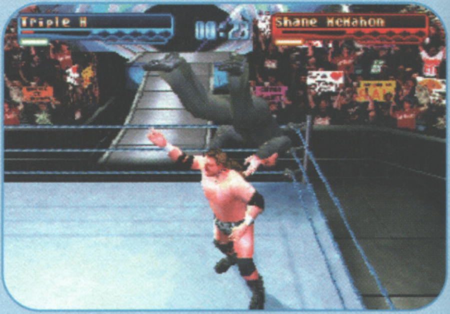


FINISHER

Pedigree (both players standing/opponent dizzy) – Press L1 when you have green dot next to your life bar.

ATTACK MOVES

Snap Jab: X; Elbow Smash: Up+X; Standing Clothesline: Down+X; Toe Kick: Left+X; Chop: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Eye Rake: Up+O; Knee Smash: Down+O; Scoop Slam: Left+O; Arm Wrench: Right+O

BACK GRAPPLING MOVES

Irish Whip: O; Dragon Sleeper: Up+O; Diving Reverse DDT: Down+O; Back Drop: Left+O; Turn Opponent Around: Right+O

OPPONENT DIZZY GRAPPLING MOVES

Irish Whip: O; Reverse Suplex: Up+O; Rib Breaker: Down+O; Jumping Arm Breaker: Left+O; Manhattan Drop: Right+O

OPPONENT LAYING ATTACK MOVES

Angry Stomp: X Or Left Or Right+X; Double Knee Drop: Up Or Down+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick Opponent Up: O; Reverse Chin Lock: Up+O; Mounted Punches: Left+O; Knee Smash: Right+O
NEAR LEGS – Pick Opponent Up: O; Figure Four Leg Lock: Up+O; Knee Stomp: Left+O Kick To Leg: Right+O

RUNNING PLAYER MOVES

Jumping Knee Attack: X; Clothesline: D-Pad+X
IN FRONT – Neck Breaker: O
IN BACK – School Boy: O

OPPONENT RUNNING MOVES

Irish Whip: O; Shoulder Back Toss: D-Pad+O

TURNBUCKLE MOVES

FACING FRONT – Irish Whip: O; Shoulder Thrusts: Up+O; Foot Choke: Left Or Right Or Down+O
FACING BACKWARD – Irish Whip: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES

OPPONENT STANDING – Double Axe Handle: X; Clothesline: D-Pad+X
OPPONENT LAYING – Knee Drop: X

FIGHT!

Quincy and Imran readied themselves for some bone-crunching action. As a tester, we let the guys play one bout without our expert moves lists to help them. Although Quincy had played the game loads, there were still moves he was yet to master. He still had the upper hand in battle though, and he trounced his mate Imran in the ring. Imran was less experienced at *WWF* and his frustration was clear as he struggled with the button presses. The fights were fairly one-sided and we decided to end the brutality and try to even things out a bit. We gave our guys a list of moves for their characters and plenty of time to suss them out. As a show of good sportsmanship, they let each other try out the different turnbuckles, rear grapples and other brutal moves on each other until they felt ready to do some expert fighting. The guys agreed this was the best way to really get to grips with what each wrestler can do and what moves are best (and easiest) to pull off in the heat of the fight.

KANE

Kane
00:12
Bradshaw

FINISHER

Chokeslam (both players standing/opponent dizzy) – Press L1 when you have green dot next to your life bar.

ATTACK MOVES

Body Punch: X; Kane Throat Thrust: Up+X; Standing Clothesline: Down+X; Chop: Left+X Big Boot: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Choke Hold: Up+O; Gut Buster: Down+O; Hard Scoop Slam: Left+O; Side Buster: Right+O

BACK GRAPPLING MOVES

Irish Whip: O; Full Nelson Slam: Up+O; Reverse DDT: Down+O; Reverse Brainbuster: Left+O; Back Drop: Right+O

OPPONENT DIZZY GRAPPLING MOVES

Irish Whip: O; Spine Buster: Up+O; Tombstone Piledriver: Down+O; Pendulum Back Breaker: Left+O; Manhattan Drop: Right+O

OPPONENT LAYING ATTACK MOVES

Angry Stomp: X Or Left Or Right+X; Elbow Drop: Up Or Down+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick Opponent Up: O; Sleeper: Up+O; Darkness Choke: Left+O; Camel Clutch: Right+O
NEAR LEGS – Knee Stomp: Up+O; Leg Kick: Left+O; Kick To Leg: Right+O

RUNNING PLAYER MOVES

Clothesline: X; Shoulder Block: D-Pad+X
IN FRONT – Neck Breaker Drop: O
IN BACK – Bulldog: O

OPPONENT RUNNING MOVES

Irish Whip: O; Powerslam: D-Pad+O

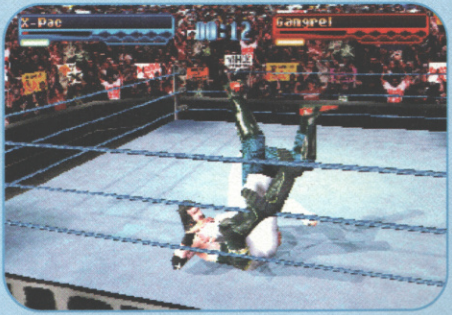
TURNBUCKLE MOVES

FACING FRONT – Irish Whip: O; Mudhole Stomping: Up Or Down+O; Choke : Left Or Right+O
FACING BACKWARDS – Irish Whip: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES

OPPONENT STANDING – Double Axe Handle: X; Flying Clothesline: D-Pad+X
OPPONENT LAYING – Elbow Drop: X

X – PAC



FINISHER

X-Factor (both players standing/opponent dizzy) – press L1 when you have a green dot next to your life bar.

ATTACK MOVES

Middle Kick: X; Spinning Wheel Kick: Up+X; Enziguri: Down+X; Snap Jab: Left+X; Spinning Kick: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Eye Rake: Up+O; Headlock And Punch: Down+O; Snapmare: Left+O; DDT: Right+O

BACK GRAPPLING MOVES

Irish Whip: O; School Boy: Up+O; Reverse Pin: Down+O; Back Drop: Left+O; Turn Facing Front: Right+O

OPPONENT DIZZY GRAPPLING MOVES

Irish Whip: O; Hurricanrana: Up+O; Piledriver: Down+O; Spinning Back Drop: Left+O; Fisherman's Suplex: Right+O

OPPONENT LAYING ATTACK MOVES

Angry Stomp: X; Angry Stomp: Up Or Down+X; Leg Drop: Left Or Right+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick Opponent Up: O; Knee Smash: Up+O; Mount Punches: Left+O; Sleeper Hold: Right+O
NEAR FEET – Pick Opponent Up: O; Leg Kick: Up+O; Knee Stomp: Left+O; Kick To Groin: Right+O

RUNNING PLAYER MOVES

Flying Lariat: X; Bronco Buster: D-Pad+X
IN FRONT – Neck Breaker: O
IN BACK – School Boy: O

RUNNING OPPONENT MOVES

Irish Whip: O; Pulling Walk Slam: D-Pad+O

TURNBUCKLE MOVES

FACING FRONT – Irish Whip: O; 10 Punch: Left Or Right+O; Mudhole Stomping: Up Or Down+O
FACING BACKWARDS – Irish Whip: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES

OPPONENT STANDING – Double Axe Handle: X; Spinning Heel Kick: D-Pad+X
OPPONENT LAYING – Knee Drop: X

CHRISTIAN

Christian
00:38
Al Snow

FINISHER

Impaler (both players standing/opponent dizzy/ opponent's back facing you) – press L1 when you have a green dot next to your life bar.

ATTACK MOVES

Austin Punches: X; Drop Kick: Up+X; Clothesline: Down+X; Toe Kick: Left+X; Chop: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Suplex: Up+O; Arm Wrench: Down+O; Scoop Slam: Left+O; Side Buster: Right+O

BACK GRAPPLING MOVES

Irish Whip: O; Sleeper: Up+O; Reverse Pin: Down+O; Reverse DDT: Left+O; German Suplex Pin: Right+O

OPPONENT DIZZY GRAPPLING MOVES

Irish Whip: O; Northern Lights Suplex: Up+O; Gut Buster: Down+O; DDT: Left+O; Sambo Suplex: Right+O

OPPONENT LAYING ATTACK MOVES

Angry Stomp: X Or Left Or Right+X; Leg Drop: Up Or Down+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick Opponent Up: O; Knee Smash: Up+O; Reverse Chin Lock: Left+O; Mount Punches: Right+O
NEAR LEGS – Pick Opponent Up: O; Slingshot: Up+O; Knee Stomp: Left+O; Kick To Leg: Right+O

RUNNING PLAYER MOVES

Back Elbow Attack: X; Clothesline: D-Pad+X
IN FRONT – Neck Breaker: O
IN BACK – School Boy: O
RUNNING OPPONENT MOVES – Irish Whip: O; Shoulder Back Toss: D-Pad+O

TURNBUCKLE MOVES

FACING FRONT – Irish Whip: O; Foot Choke: Up Or Down+O; Mudhole Stomping: Left Or Right+O
FACING BACKWARD – Irish Whip: O; Super Back Drop: D-Pad+O

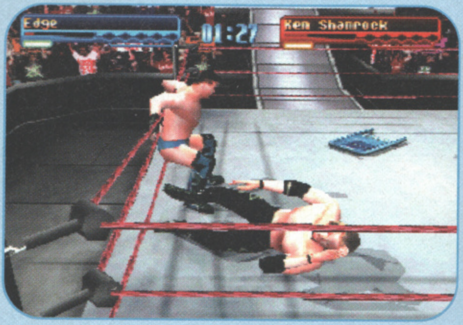
TOP TURNBUCKLE MOVES

OPPONENT STANDING – Double Axe Handle: X; Dropkick: D-Pad+X
OPPONENT LAYING – Elbow Drop: X; Knee Drop: D-Pad+X

COME GET SOME

After studying our moves list intensely the guys returned to the battle in hand. It was time to put their training into practice. Choosing the same characters as before, the boys got to it and the fighting action immediately became more intense as the guys' skill level evened out. Fights went on for much longer, with fancier moves and action that looked choreographed to perfection. Some of the guys' favourite moves from the practice session turned out to be too fiddly or time-consuming to be successful in the ring, as certain moves leave you open to counter attacks while you're readying yourself to unleash them. Despite our expert tuition, Quincy's prior knowledge of the game ensured he still managed the final pin, but Imran's new wisdom made sure he put up a superb fight. More importantly, the guys reckoned that playing *Smackdown* was more fun and more satisfying when you knew what you were doing with your chosen character.

EDGE



FINISHER
Downward Spiral (both players standing/opponent dizzy) – press L1 when you have a green dot next to your life bar.

ATTACK MOVES
Snap Jab: X; Shuffle Side Kick: Up+X; Drop Kick: Down+X; Chop: Left+X; Elbow Smash: Right+X

FRONT GRAPPLING MOVES
Irish Whip: O; Reverse Suplex: Up+O; Scissors Sweep: Down+O; Snap Mare: Left+O; Scoop Slam: Right+O

BACK GRAPPLING MOVES
Irish Whip: O; Electric Chair Drop: Up+O; Full Nelson Slam: Down+O; Back Side Slam: Left+O; Face Crusher: Right+O

OPPONENT DIZZY GRAPPLING MOVES
Irish Whip: O; Stomach Crusher: Up+O; DDT: Down+O; Spinning Back Drop: Left+O; Rib Breaker: Right+O

OPPONENT LAYING ATTACK MOVES
Angry Stomp: X Or Left Or Right+X; Leg Drop: Up Or Down+X

OPPONENT LAYING MOVES
NEAR HEAD – Pick Opponent Up: O; Knee Smash: Up+O; Mount Punches: Left+O; Short Arm Scissors: Right+O
NEAR LEGS – Pick Opponent Up: O; Slingshot: Up+O; Leg Lock: Left+O; Knee Stomp: Right+O

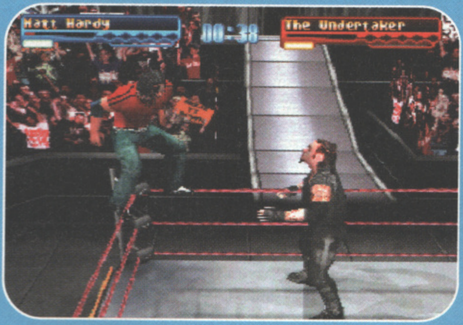
RUNNING PLAYER MOVES
Spinning Wheel Kick: X; Drop Kick: D-Pad+X
IN FRONT – Spear: O
IN BACK – Face Crusher: O

RUNNING OPPONENT MOVES
Irish Whip: O; Shoulder Back Toss: D-Pad+O

TURNBUCKLE MOVES
FACING FRONT – Irish Whip: O; Frankensteiner: Up Or Down+O; Shoulder Thrusts: Left Or Right+O
FACING BACKWARDS – Irish Whip: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES
OPPONENT STANDING – Missile Drop Kick: X; Diving Spear: D-Pad+X
OPPONENT LAYING – Knee Drop: X

MATT HARDY



FINISHER
Northern Lights Suplex (both players standing/opponent dizzy) – press L1 when you have a green dot next to your life bar.

ATTACK MOVES
Snap Jab: X; Rolling Wheel Kick: Up+X; Drop Kick: Down+X; Back Elbow Smash: Left+X; Chop: Right+X

FRONT GRAPPLING MOVES
Irish Whip: O; Suplex: Up+O; Arm Wrench: Down+O; Scoop Slam: Left+O; Scissors Sweep: Right+O

BACK GRAPPLING MOVES
Irish Whip: O; Sleeper Hold: Up+O; Diving Reverse DDT: Down+O; Back Drop: Left+O; German Suplex Pin: Right+O

OPPONENT DIZZY GRAPPLING MOVES
Irish Whip: O; Stomach Crusher: Up+O; Rib Breaker: Down+O; Falling Neck Breaker: Left+O; DDT: Right+O

OPPONENT LAYING ATTACK MOVES
Angry Stomp: X Or Right+X; Austin Elbow Drop: Up+X; Leg Drop: Down+X; Elbow Drop: Left+X

OPPONENT LAYING MOVES
NEAR HEAD – Pick Opponent Up: O; Knee Smash: Up+O; Mount Punches: Left+O; Reverse Chin Lock: Right+O
NEAR LEGS – Pick Opponent Up: O; Pin With Bridge: Up+O; Knee Stomp: Left+O; Leg Lock: Right+O

RUNNING PLAYER MOVES
Diving Forearm Smash: X; Power Clothesline: D-Pad+X
IN FRONT – Neck Breaker Drop: O
IN BACK – Bulldog: O

RUNNING OPPONENT MOVES
Irish Whip: O; Samoan Drop: D-Pad+O

TURNBUCKLE MOVES
FACING FRONT – Irish Whip: O; Tornado DDT: Up Or Down+O; Mudhole Stomping: Left Or Right+O
FACING BACKWARD – Irish Whip: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES
OPPONENT STANDING – Double Axe Handle: X; Spinning Wheel Kick: D-Pad+X
OPPONENT LAYING – Senton Bomb: X; Diving Moonsault: D-Pad+X

JEFF HARDY

Jeff Hardy
00:32
The Rock
Triple H

FINISHER
Senton Bomb (player on turnbuckle/opponent laying) – press L1 when you have a green dot next to your life bar.

ATTACK MOVES
Chop: X; Shuffle Side Kick: Up+X; Drop Kick: Down+X; Snap Jab: Left+X; Austin Punches: Right+X

FRONT GRAPPLING MOVES
Irish Whip: O; Suplex: Up+O; Arm Wrench: Down+O; Snapmare: Left+O; Scoop Slam: Right+O

BACK GRAPPLING MOVES
Irish Whip: O; Back Side Slam: Up+O; Diving Reverse DDT: Down+O; Back Drop: Left+O; German Suplex Pin: Right+O

OPPONENT DIZZY GRAPPLING MOVES
Irish Whip: O; Hurricanrana: Up+O; Knee Smash: Down+O; DDT: Left+O; Gangrel Suplex: Right+O

OPPONENT LAYING ATTACK MOVES
Angry Stomp: X; Flip Splash: Up Or Down+X; Double Knee Smash: Left Or Right+X

OPPONENT LAYING MOVES
NEAR HEAD – Pick Opponent Up: O; Knee Smash: Up+O; Mount Punches: Left+O; Sleeper: Right+O
NEAR LEGS – Pick Opponent Up: O; Slingshot: Up+O; Knee Stomp: Left+O; Kick To Leg: Right+O

RUNNING PLAYER MOVES
Spinning Wheel Kick: X; Back Elbow Attack: D-Pad+X
IN FRONT – Neckbreaker: O
IN BACK – School Boy: O

RUNNING OPPONENT MOVES
Irish Whip: O; Powerslam: D-Pad+O

TURNBUCKLE MOVES
FACING FRONT – Irish Whip: O; Frankensteiner: Up Or Down+O; Shoulder Thrusts: Left Or Right+O
FACING BACKWARD – Irish Whip: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES
OPPONENT STANDING – Double Axe Handle: X; Missile Dropkick: D-Pad+X
OPPONENT LAYING – Twisting Knee Drop: X; Diving Moonsault: D-Pad+X

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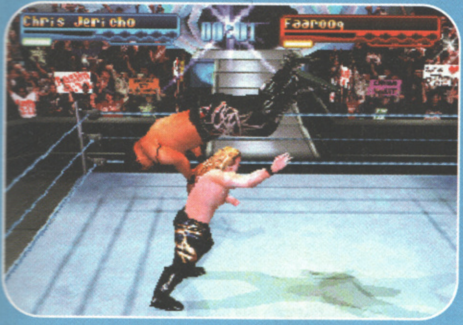
LES SAYS

What Quincy and Imran found most useful about our Masterclass session was the way that learning new moves – and then testing them out both in training and in the ring – added a whole lot more to the game. They reckoned *WWF* fans'll be in heaven as they scramble to pull off all the moves for all the characters in the game. After the brutality of the fight, it was time to judge our boys' success, so we called *CVG*'s resident Wrestling King into the ring. We managed to catch Les just as he was slipping out of his spandex costume and de-oiling himself before coffin-time, er bedtime. His before and after verdict was: "These guys are novices no more, but I still reign supreme in the wrestling stakes. I am Les. Hear me roar!" Then, in true *WWF* style, his theme music - The Funeral March - played him out. We're still wondering where the music came from...

Y2J CHRIS JERICHO



FINISHER

Double Powerbomb (both players standing/opponent dizzy) – press L1 when you have a green dot next to your life bar.

ATTACK MOVES

Snap Jab: X; Spinning Back Kick: Up+X; Standing Clothesline: Down+X; Middle Kick: Left+X; Chop: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Reverse Suplex: Up+O; DDT: Down+O; Snapmare: Left+O; Jumping Arm Breaker: Right+O

REAR GRAPPLING MOVES

Irish Whip: O; Reverse Brainbuster: Up+O; Reverse Pin: Down+O; Diving Reverse DDT: Left+O; School Boy: Right+O

OPPONENT DIZZY GRAPPLING MOVES

Irish Whip: O; Fisherman's Suplex: Up+O; Jacknife Powerbomb: Down+O; Double Arm Back Breaker: Left+O; Small Package: Right+O

OPPONENT LAYING ATTACK MOVES

Angry Stomp: X; Angry Stomp: Up Or Down+X
Austin Elbow Drop: Left Or Right+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick Opponent Up: O; Reverse Chin Lock: Up+O; Mount Punches: Left+O; Knee Smash: Right+O
NEAR LEGS – Pick Opponent Up: O; Overhead Toss: Up+O; Walls Of Jericho: Left+O; Leg Kick: Right+O

RUNNING PLAYER MOVES

Back Elbow Attack: X; Shoulder Block: D-Pad+X
IN FRONT – Neck Breaker: O
IN BACK – Face Crusher: O
Running Opponent Moves
Irish Whip: O; Shoulder Back Toss: D-Pad+O

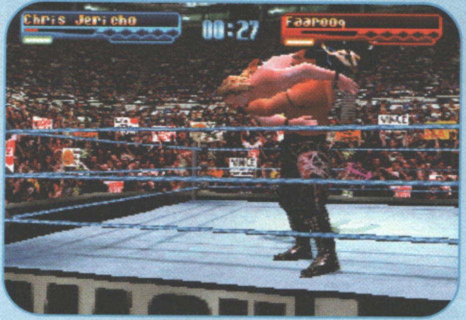
TURNBUCKLE MOVES

FACING FRONT – Irish Whip: O; Superplex: Up Or Down+O; Mudhole Stomping: Left Or Right+O
FACING BACKWARDS – Irish Whip: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES

OPPONENT STANDING – Missile Drop Kick: X; Spinning Wheel Kick: D-Pad+X
OPPONENT LAYING – Diving Headbutt: X; Diving Moonsault: D-Pad+X

FAAROOQ



FINISHER

Dominator (both players standing/opponent dizzy) – press L1 when you have a green dot next to your life bar.

ATTACK MOVES

Austin Punches: X; Double Axe Handle: Up+X; Standing Clothesline: Down+X; Toe Kick: Left+X; Chop: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Rib Breaker: Up+O; Bearhug Front Slam: Down+O; Hard Scoop Slam: Left+O; DDT: Right+O

BACK GRAPPLING MOVES

Irish Whip: O; Full Nelson Slam: Up+O; Atomic Drop: Down+O; Back Drop: Left+O; Abdominal Stretch: Right+O

OPPONENT DIZZY GRAPPLING MOVES

Irish Whip: O; Body Press Slam: Up+O; Jacknife Powerbomb: Down+O; Rib Breaker: Left+O; Spine Buster: Right+O

OPPONENT LAYING ATTACK MOVES

Angry Stomp: X Or Left Or Right+X; Elbow Drop: Up Or Down+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick Opponent Up: O; Camel Clutch: Up+O; Mount Punches: Left+O; Sleeper: Right+O
NEAR LEGS – Pick Opponent Up: O; Boston Crab: Up+O; Knee Stomp: Left+O; Kick To Groin: Right+O

RUNNING PLAYER MOVES

Clothesline: X; Diving Shoulder: D-Pad+X
IN FRONT – Neck Breaker: O
IN BACK – Bulldog: O

RUNNING OPPONENT MOVES

Powerslam: O; Spine Buster: D-Pad+O

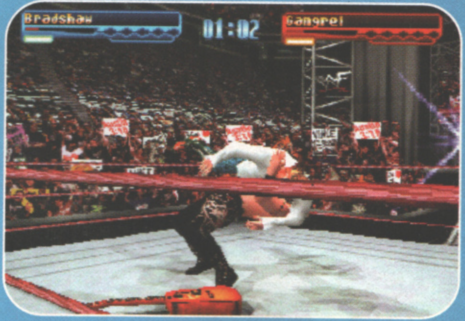
TURNBUCKLE MOVES

FACING FORWARD – Irish Whip: O; Choke: Up Or Down+O; Shoulder Thrusts: Left Or Right+O
FACING BACKWARD – Irish Whip: O; Super Back Drop: Left+O

TOP TURNBUCKLE MOVES

Double Axe Handle: X; Flying Clothesline: D-Pad+X
OPPONENT LAYING – Diving Headbutt: X; Knee Drop: D-Pad+X

BRADSHAW



FINISHER

Strong Lariat (both players standing/opponent dizzy) – press L1 when you have a green dot next to your life bar.

ATTACK MOVES

Chop: X; Double Axe Handle: Up+X; Standing Clothesline: Down+X; Toe Kick: Left+X; Snap Jab: Right+X

FRONT GRAPPLING MOVES

Irish Whip: O; Eye Rake: Up+O; Fallaway Slam: Down+O; Hard Scoop Slam: Left+O; Side Buster: Right+O

BACK GRAPPLING MOVES

Irish Whip: O; Full Nelson Slam: Up+O; Pumphandle Slam: Down+O; Back Drop: Left+O; Bulldog: Right+O

OPPONENT DIZZY GRAPPLING MOVES

Whip To Ropes: O; Rib Breaker: Up+O; Jacknife Powerbomb: Down+O; Pendulum Back Breaker: Left+O; DDT: Right+O

OPPONENT LAYING ATTACK MOVES

Angry Stomp: X Or Left Or Right+X; Elbow Drop: Up Or Down+X

OPPONENT LAYING MOVES

NEAR HEAD – Pick Opponent Up: O; Knee Smash: Up+O; Mount Punches: Left+O; Camel Clutch: Right+O; NEAR LEGS – Pick Opponent Up: O; Boston Crab: Up+O; Knee Stomp: Left+O; Leg Lock: Right+O

RUNNING PLAYER MOVES

Power Clothesline: X; Shoulder Block: D-Pad+X
IN FRONT – Neck Breaker: O
IN BACK – Bulldog: O

RUNNING OPPONENT MOVES

Irish Whip: O; Powerslam: D-Pad+O

TURNBUCKLE MOVES

FACING FRONT – Irish Whip: O; Shoulder Thrusts: Left Or Right+O; Superplex : Up Or Down+O
FACING BACKWARD – Irish Whip: O; Super Back Drop: D-Pad+O

TOP TURNBUCKLE MOVES

OPPONENT STANDING – Double Axe Handle: X; Flying Clothesline: D-Pad+X
OPPONENT LAYING – Elbow Drop: X; Knee Drop: D-Pad+X

SECRET CHARACTERS

Unlock the secret characters in the Season mode. The more seasons you complete, the more news guys you'll find. When you unlock them go to the Create-A-Character mode to build them from the new body parts.

Season One: Ivory
Season Two: Prince Albert
Season Three: Jacqueline
Season Four: Viscera
Season Five: Superstars that begin with 80 ability points
Season Six: Mideon
Season Seven: Gerald Brisco
Season Nine: Pat Patterson
Season Ten: Superstars that begin with 90 ability points

CREATE A SUPERSTAR
APPEARANCE
SELECT
CANCEL
HEAD
7
6
56/ 63

Please select a head part.

WHAT YOU NEED TO KNOW

Is something about the world of video games confusing you? Don't worry, Computer and Video Games will be able to sort you out. Just send all your gaming queries to the address at the end. No sweat.

SPECTATOR
30 1 0

***Quake 3*: Are you a big girl's blouse? Then we'll help you cheat**

Replay
R390 GT1 '97

***Gran Turismo 2*: Fastest cars and fastest way to raise some dough**

QUAKE 3 ARENA

I'm a bit of a *Quake* beginner on the PC so cheats and hints would be really useful. Thanks.
Phil Hart, Burnley

You'll have seen our Masterclass in Issue 221 already, so all that's missing is cheats:
To start the cheat mode, bring down the console at the main game menu and type: /devmap [map name], for example: /devmap Q3DM1. When the map launches, bring down the console again and type /god – for god mode, /give all – for all weapons, or /give [item] – for whichever weapon or pick-up you want. This works in multiplayer mode where you enabled the cheats or games you joined where someone else enabled the cheats. But be warned – everyone can use them.

GRAN TURISMO 2

A great PlayStation game but a tough one. Can you give me any advice on which are the best fast cars and how to grab quick cash? How do I tune them up? Also, what's the Event Synth race?
Bob Mills, Chorley

● **Recommended car:** A fast car with good handling is essential, so go to the Gran Turismo All Stars and win Red Rock Valley to get the TVR Speed 12.
● **As for fast cash:** Buy a used Nissan Skyline GTS-t Type M(R32, J) '91. Completely outfit it with all performance and handling upgrades (excluding 'For Professionals Only' items). Enter 'Grand Touring Cup' and win Midfield Raceway (about four minutes). You'll receive 30,000 credits plus a 250,000 credit Unisia Jecs Skyline. Sell the car. Repeat this process four times to earn about 1,120,000 credits in under 16 minutes.
● **For better car performance:** On any car that has full racing gears, go to change parts menu and select Gear. Make sure Auto Setup is set to Wide for more top-end speed.
● **The Event Synthesiser race:** This can be unlocked by earning the Super Licence. You must earn all licences (A, B, Intl. A, Intl. B, Intl. C) to unlock its option on the licence test menu.

TOY STORY 2

Is there any way to jump levels on N64? Also, where is Mr Potato Head's eye and how do you defeat the Jackhammer Boss?
Dave Smart, Wilmslow

● **To select your level:** Press Up(4), Down(2), Up(2), Down(3) at the options screen with the 'Buzz Lightyear To The Rescue' message.
● **To retrieve Mr Potato Head's eye** (and receive the disc launcher), keep climbing up the construction site. You'll eventually find the eye.
● **Defeating the Jackhammer Boss:** Get the disk shooter from Mr Potato Head. Shoot the boss, but don't allow him get too close or he'll shoot out hot bolts. Not good.

computer and video Games GUARANTEED WINNERS

A selection of the cheats we've stumbled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

NINTENDO 64

■ RAINBOW SIX
255 grenades: Change your weapon to the grenades and hold Z until the throw meter is filled .When the grenade's being thrown, hold Z again until the meter is full. Repeat until you are on the last grenade. When it's thrown, you'll have 255 grenades.

ADVANCE
ADVANCE

Looking in the wrong place for more grenades?

PC CD-ROM

■ SEPTERRA CORE: LEGACY OF THE CREATOR
● **Cheat mode:** Press [F12], type imarealweenie and press [F12] again to enable cheat mode. Then, press [F12], enter one of the following codes to activate the corresponding cheat function.

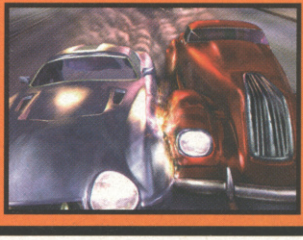
EFFECT	CODE
View enemy hit points	enemies
View line of sight	sight

■ SINISTAR UNLEASHED
● **Cheat mode:** Press [~] to display the console during gameplay, then one of the following to activate the corresponding cheat function.

EFFECT	CODE
God mode	cheatnodmg

■ GRAND THEFT AUTO 2
● **Cheat Mode:** Enter GOURANGA as a name to enable cheat mode. Then, enter one of the following names before starting a level to activate the corresponding cheat function.

EFFECT	NAME
No police	LOSEFEDS or ELVIS IS HERE
Hamster runs across screen	MEATMAN
Naked people	NEKKID



Seifer
"That's it...! I can't take it anymore!
What is this, some kind of dog training!?"

Final Fantasy 8: Missed some cards? We'll sort you out...

02' 89"51
32
GODHAND

Ehrgeiz: Played it to death? Want to know some hidden nuggets?

G-SHOCK 0:13:64
PENALTY 0:00:00
KPH 64
P 4

Cool Boarders 4: Going snowblind in Colorado? Try our shortcut

STAR WARS: EPISODE 1 RACER

I'm hooked on this Game Boy Color game but could do with a few hints.
Derek Stoll, Darlington

● **Faster Pod:** Defeat all four racers on a planet to increase your Pod's top speed. The highest speed possible is 735mph, which you get after clearing all five planets.
● **Regain energy:** Use the brake while in a race to regain energy – but at the expense of slowing your speed.
● **Race against Sebulba:** Defeat all four racers on a planet to race against Sebulba on any course.
● **Sebula's Pod:** Defeat Sebulba to get his Pod.

FINAL FANTASY 8

I'm having a bit of trouble with cards in this superb game on PC. How do I get cards that I've missed and how do I get rare cards?
Larry Helm, London

● **For cards missed during the CC and Queen of Cards quests:** On Disc 4, all the CC members are scattered around the Ragnorok, but only if you have defeated the CC King earlier in the game. To get cards missed in the Queen of Cards Quest, you'll find the Queen on the southern peninsula of the Esthar continent. She's not visible on the world map, so you'll have to do some searching. Note: The CC members use various rules from around the world. The Queen will always use all the rules.
● **Obtaining rare cards like Iguon, Tri-point, Gargantua, Jumbo Cactuar:** Look at the bottom-right corner of your card stats when you win one. A list of two monsters will appear. Keep carding the first monster until you get the card which has the monster listed. Once you have the card you'll want another one. Keep carding the second monster until you get one. Then, repeat this process.

EHRGEIZ

I've heard there's a few hidden bits in this game on the PlayStation. What are they? Also, how do you defeat the final Boss in Arcade mode?
George Tonney, Swansea

There are a couple of hidden nuggets, like the Evil Panel mini-game. Here's how to access it. Start the Battle Panel mini-game and defeat the CPU ten times in a row. Then, hold L1 + L2 + R1 + R2 while selecting Battle Panel option at the main menu. There's also a hidden introduction sequence. To grab it, start loading the game and don't press any buttons on the controller. Allow the introduction sequence to play four times uninterrupted. Then, enter the Movie Player screen. Highlight the Opening Movie selection and press Right to access the new Extra Opening selection.
To defeat the final Boss in Arcade mode: When fighting the final Boss, break open the two boxes on the altars. Throw both of the swords that come out of them at the Boss to destroy him. Collect all the treasures and Ehrgeiz when they appear. This is timed and if you incur severe injury, you'll lose.

COOL BOARDERS 4

I could do with a few cheats and hints for this PlayStation game. Also, any way to break the record in Colorado?
Alan McDonald, London

● **For all mountains and pro characters:** Enter ICHEAT as a name or IMSPECIAL for all special events.
● **For a Colorado shortcut:** When reaching the part with patches of deeper snow, there should be a place with a lot of trees around the third or fourth patch. Weave through those trees to find a railroad track. Grind on that track and after a while you should close to the lead. This'll help you break the time record.

DRAKAN

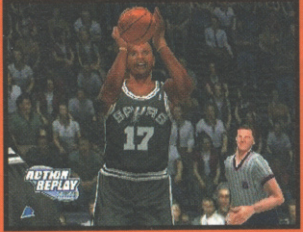
I've heard it's possible to duplicate potions or crystals in this PC game – how do you do that?
Jimmy Nyal, Southampton

It's true! Display the inventory screen. Drag a potion or fire/ice/lightning crystal out of the inventory box but don't drop it. Turn around again to return to the game. Then, go back into inventory to find that the item is still in the inventory as well as in your hand.

DREAMCAST

■ NBA 2K

● **For Bonus teams:** Choose the Codes selection on the options screen. Enter DEVDUDES to unlock the NBA 2K, Sega Sports, and Sega teams.
● **Outdoor court:** Enable the Bonus teams code. Select one of the three Insomniacs teams as the home team outdoors.
● **Stuck at free throw line:** Repeatedly tap Start when an opponent is at the free throw line in two-player mode. The pointer will not remain aimed, keeping that player at the free throw line long enough to get a penalty.
● **Dunk a freethrow:** When shooting a second freethrow, switch control to the centre and jump at the hoop. If the centre catches the ball, he can dunk it for two points instead of just allowing the freethrow to score for one point.



PLAYSTATION

■ BEAT MANIA

● **Hidden Mode 1:** Hold L + R (the two back keys on the *Beat Mania* controller) and press Start when the menu with the Press Start Button selection appears. Release those buttons and press Left + X (the two white keys on the left and right side). A sound will confirm correct code entry. The Hidden Mode 1 option will now be available.
● **Double play mode:** Hold Left + Square + X (the three white keys) and press Start when the menu with the Press Start Button selection appears. Release those buttons and press L + R. A sound will confirm correct code entry. An option for double play mode will now be available.

■ GUILTY GEAR

● **Fight as Bosses:** To play As Baiken, beat Normal mode without continuing; to play as Testament and Justice, complete Arcade mode under the Normal difficulty level. Continues may be used.
● **To fight as bosses in Japanese version:** Press Down + Square + L1 + R2 at the Arc System Works logo. Release the buttons when the phrase 'Team Neo Blood' disappears. Testament, Justice and Baiken may now be selected in Versus mode. This also replaces Normal mode with Hard.

Send all your questions to our new address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW,
COMPUTER AND VIDEO GAMES,
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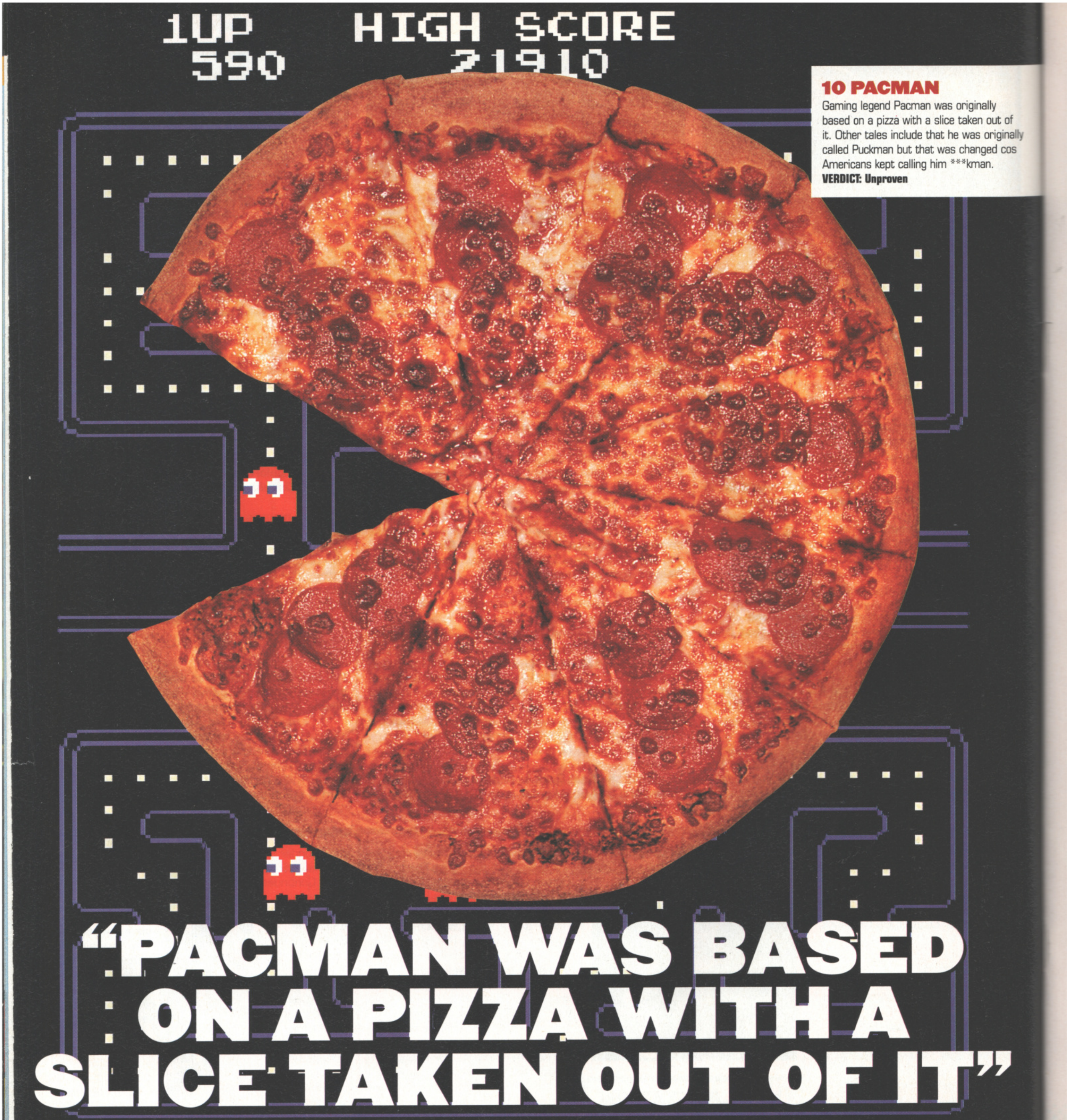
LONDON,
EC1V 7QP



"PACMAN WAS BASED ON A PIZZA WITH A SLICE TAKEN OUT OF IT"

Heard the one about the couple who developed their holiday snaps and found pictures of their hotel porter with their toothbrushes up his arse? Whether they're based on truth or pure fantasy, urban legends are always hilarious. Games have more than their fair share of folklore, so CVG put the Top Ten in the dock to sift the OJ Simpsons from the Walford One. The rest will have to remain urban legends…

WORDS: LES ELLIS **PICS:** KENNY P

10 PACMAN

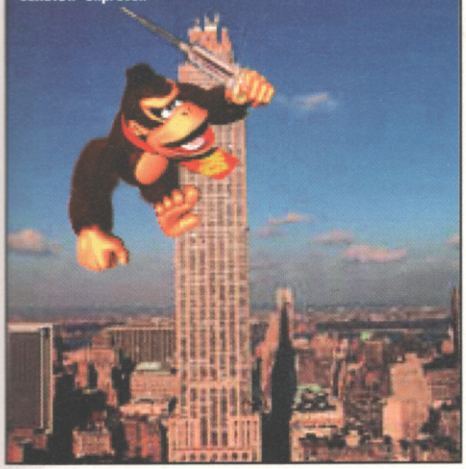
Gaming legend Pacman was originally based on a pizza with a slice taken out of it. Other tales include that he was originally called Puckman but that was changed cos Americans kept calling him ***kman.

VERDICT: Unproven

9 DONKEY KONG

It was going to be called Donkey King, but a dodgy fax to Nintendo put paid to that. And at one point Monkey Kong, which was kiboshed by legal action due to similarities with a certain well-known giant ape movie.

VERDICT: Unproven



8 GRAND THEFT AUTO

When the first PlayStation version was duplicated, the wrong version was accidentally copied and went on sale. The proper version would have provided sharper graphics.

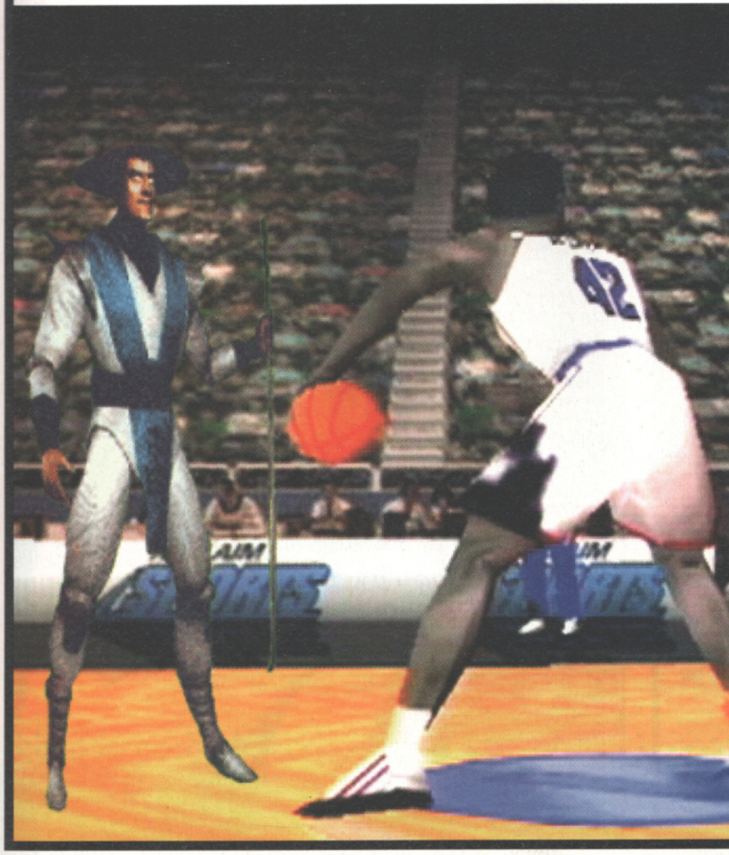
VERDICT: Unproven

East Miramire
x5
20700

7 NBA JAM TOURNAMENT EDITION

Around 400 arcade machines went out with other playable characters, including characters from *Mortal Kombat* – you could fry people as Raiden instead of pushing them over. The NBA threatened legal action and tried, unsuccessfully, to recall all affected ROMs.

VERDICT: True



6 MARIO

Mario had to have a big nose, red hat, moustache and poncy dungarees to distinguish him from the scenery and other characters in the game, because in the early days machines were so low-powered they could only display a handful of colours on screen at any one time. He's also supposed to look like the landlord of Nintendo's first American office when they were a lowly arcade company.

VERDICT: True

Rude 'n' nude

Naked Lara certainly wasn't the first nude or rude gaming legend. Whether the following tales are true or false, your guess is as good as ours...

■ *Barbarian*. A cheat to make Maria Whittaker's top come off. Hackers allegedly found nude sprites.

■ ***Final Fight*. One of the female characters was a transvestite.**

■ *New Zealand Story*. To activate the cheat code in the Amiga version you had to type in 'motherf***erkiwib*****ds.'

■ ***Revolution X*. The girl in it shot some of the video topless but the powers that be made the developer add a bikini.**

■ *Sin*. Rumours abound of a topless woman taking a bath in one of the rooms.

■ ***Tau Ceti*. If you typed in 'F**k O*f' when you were docked in the C64 version, the machine reset itself and you had to load it again. From tape.**

■ All-time classic message hidden in the original Amiga 500 saying, 'We designed the Amiga, Commodore f****d it up.'

People are strange

Legendary personality clashes and weird tidbits about games people...

■ *Sim Copter*. A graphic artist made a statement about the portrayal of women in games by doctoring a screen that was meant to show a brass band playing and instead a screen popped up with two men. The culprit was booted out and the product pulled from shelves.

■ **A stressed programmer fled a certain studio on foot across muddy fields, only to be re-captured by irate producers, bundled into their car (breaking his ankle) and returned to the studio, where he complained to cops about attempted kidnapping.**

■ Programmers of an ST/Amiga martial arts title put in a special cheat code so that using the name of someone they hated as a player name made the martial arts character walk out while ulging in a very dubious exercise.

Archer McClean had a surreal dream out floating over a snooker table, nspiring him to program *JW Snooker*.

■ During an argument, an artist at Bullfrog hurled a removable hard drive at Peter Molyneux but missed and smashed a fish tank. The artist was given his marching orders but later apologised and was reinstated.

■ **Les Ellis kept a coffin in his house and scared children with his collection of shrunken heads.**

■ Ben Deane from Bullfrog's great-grandfather invented Tippex.

Hidden and dangerous

Rumours abound of cool and iffy hidden game features.

■ *Alien Versus Predator*. Rumour had it you could play the game as a face hugger or egg.

■ ***Colin McRae Rally*. In one of the night stages there's a UFO invasion.**

■ *Elite*. The sixth galaxy featured a weird space dragon.

- ***Jet Set Willy*. If you waited outside The Banyan Tree until 11.59 (24 hours after the game starts), a spaceship took you to a secret level.**
- *Maniac Mansion*. Allegedly, you could put a hamster in the microwave. This was removed by LucasArts for later versions.
- ***Mortal Kombat*. NOOB SAIBOT spells Boon and Tobias (the developers) backwards. They were never intended to be in *MK*, but loved the idea that people thought they were, so stuck them in anyway. There's actually Ascii text code in the ROMs for *MK* with those names in it, but no characters.**
- *NBA JAM*. Contained a tank game that, due to a programming oversight, you could play for free in Attract mode.
- ***Street Fighter 2*. Rumour had it you could play as boss Sheng Long. Akuma, another *SF* character, was also supposedly hidden in *Resident Evil 2*. *SF2* was also supposed to have a secret Championship mode hidden away in it.**
- *WCW/NWO* Revenge Cage Match mode: The publisher doctored-up screenshots but never put it in the final version.
- ***WWF Wrestlemania*. Contains the entire source code for a newer version of *Robotron*. The graphics were removed cos they ran out of memory.**

Pregnant pause

Ever find a game impossible to finish? Rumours explained why…

- *Airwolf*. No one made it past the boulders on level four because level five was never finished. So they made the boulder bit impossible.
- ***Dennis The Menace*. The Amiga version was half-finished when it was time to duplicate, so an impossible jump was put in at level three. Two months later, an add-on patch included an extra level to the end of the game and 'fixed' the undoable jump and the original levels.**
- *Magic Carpet* contained a bug which meant you couldn't finish Level 50. It was fixed in a later patch.
- ***Shadow Of The Horned Rat*. An area on the plains containing Trolls was made so difficult that even the testers never made it through. Why? You guessed it, there was no level beyond. One wily player who bought the game did make it, however, and the game crashed.**

And the rest…

- ***Continental Circus*. Original name pre-translation was Continental Circuit, but the wrong word was used.**
- *Gran Turismo*. *Moto Toon GP* on PlayStation was a test game for the first outing of the *Gran Turismo* engine.
- ***Hi Octane*. Bullfrog's racer was written from concept idea to boxed goods in seven weeks.**
- *LMA Manager*. Codemasters included support for the Pocket Station but Sony then decided not to bring the Pocket Station to the UK.

Heard an urban legend you know is truth or bare-faced lies? Send 'em to us at the usual address, marked Urban Legends.

5 RIDGE RACER

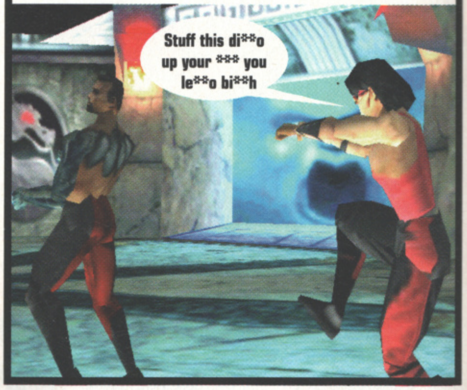
Did you fall for the game and then that Reiko girl? Perhaps you'd better ask yourself some probing questions about your sexuality, because Reiko was based on a bloke – the artist scanned his face onto a girl's body.

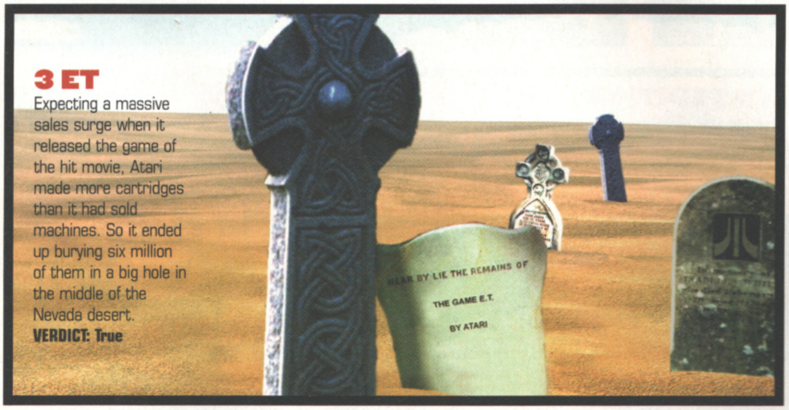
VERDICT: Unproven

4 MORTAL KOMBAT

All the voice stuff in *MK1* and *2* in the arcades for Liu Kang was actually really rude phrases played backwards at triple speed. Including 'Stuff this di**o up your *** you le**o bi**h'.

VERDICT: True




HERE BY LIE THE REMAINS OF
THE GAME E.T.
BY ATARI

3 ET

Expecting a massive sales surge when it released the game of the hit movie, Atari made more cartridges than it had sold machines. So it ended up burying six million of them in a big hole in the middle of the Nevada desert.

VERDICT: True

CVG'S DIY URBAN LEGEND GUIDE

Heard about hidden *Metal Gear* missions in *ISS Evolution*? No? That's coz we just made it up. Try it yourself on your mates:

- Claim a character from one title is hidden in another. Weirder the better.

Pros: Easy to make up.

Cons: Give too much detail about how to find it and your lie's easily blown.

- Take any new game/product with a major bug. Claim the publisher didn't know about it till you called their tips line.

Pros: Makes you look like The Man.

Cons: Your mates will suss you if you don't own a copy – so you'll have to fork out for a bugged game. Doh!

2 METAL GEAR SOLID SPECIAL EDITION

The impressive intro sequence graphics were produced on a PlayStation2. So players had a pretty good idea of how the graphics on Sony's new wonder box were going to look.

VERDICT: True

1 TOMB RAIDER

The infamous nude cheat. Perverted and gullible players worldwide battered their joypads raw trying to get this rumoured cheat to work. Other Lara legends include her generous bust being a mistake. Allegedly, a graphic artist slipped while shaping the polygons and was too tired to change them back.

VERDICT: False (nude cheat); Unproven (breast mistake)

Fanta HOUSE

SHARE iT · LiVE iT

Do you and six mates* want to watch the latest DVDs, with full-on cinema sound? To play Nintendo, pool or pinball to your heart's content, get out-and-about in the garden or just relax and chill-out? Want to eat your favourite snacks and drinks any time of day? Or how about recording your own music in the sound studio? All this and more, plus a chauffeur driven limo at your disposal? Want it?

WiN iT

For a chance to win one of ten 48-hour stays, call 'Fanta' House on

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Simply choose your preferred visit date and leave your name and details (and those of a parent or guardian if you are under 18 years) by 5pm on 12.05.2000.

*Two of the seven members of the group must be aged 18 years or over. **Calls will be charged at local rate, please ask the permission of the person who pays the bill before calling.

No purchase necessary. Closing date for receipt of entries is 12.05.2000 by 5pm. Choose one 48-hour stay (2 nights on the following dates: 2-4th June, 16-18th June, 23-25th June, 7-9th July, 14-16th July, 21-23rd July, 24-26th July, 27-29th July, 30th July to 1st August or 2-4th August.) Parental/guardian consent to enter required for entrants under 18 years. The parent/guardian of each winner and guest under 18 years will be sent a formal letter of consent which must be signed and returned to confirm the parent/guardian's agreement to the winner or guest staying at 'Fanta' House. Two of the seven members of the group must be aged 18 years or over. The stay at 'Fanta' House is subject to 'Fanta' House Rules. For full prize details and full terms and conditions please write to: 'Fanta' House Magazine Promotion, Full Terms & Conditions, PO Box 446, St Albans AL4 OYJ.

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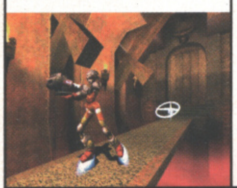
THE BEST EVER...

IN GAME POWER-UPS

QUAD DAMAGE QUAKE 3 ARENA

PC



THE GAME

The third instalment in the insanely popular frag 'em up series is a deathmatcher's heaven. This will severely test your gaming mettle, so it's a good thing there are weapons and power-ups to fight over.

I GOT THE POWER!

The ultimate power-up on offer is the mighty quad damage. This beauty will multiply your firepower and is deadly with any weapon. When used in conjunction with one of the more powerful blasters like the BFG, you'll have the Bots screaming for their mummies.

YOU LOOKIN' AT ME?

When playing against experienced human opponents, the races to be first to grab the quad are great fun. There are also some truly bloody attacks with the quad. Seeing your mates entrails smeared all across the arena will never get boring.

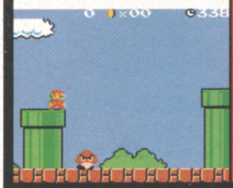
RUSH OR CRUSH?

For power-mad players the quad damage is a must. The adrenaline rush of grabbing one is a real magic gaming moment.

💣💣💣💣💣

MUSHROOM SUPER MARIO BROS

NES/SNES/GBC



THE GAME

Super Mario Bros is the ultimate platformer and made Mario a true gaming star. Take him and his brother Luigi on a huge quest. Hundreds of secrets and pure Nintendo gameplay make this one of the best platform games ever.

I GOT THE POWER!

The little plumber dude's classic adventure features the mighty mushroom. This appears after Mario nuts certain blocks causing him to double in size. Not only does he look cooler when big, the mushroom also gives him a second chance if hit by a kooper-trooper or other bad guy.

YOU LOOKIN' AT ME?

Learning where and when the mushroom will appear is the key to success in *Mario Bros*. If you know there's a tricky section coming up, and there's a mushroom nearby, it can give you the confidence to really go for it. If you're big Mario and you muck it up, then you don't have to worry about the Game Over screen as you can carry on playing as dinky Mario.

RUSH OR CRUSH?

The mushroom was a stroke of Miyamoto genius and you'll still be wowed by it all these years later. The pressure's really on when you're small to grab the next power-up and this sense of urgency and the frantic action is all part of the *Mario* magic.

💣💣💣💣💣

POWER PILL PAC-MAN

ALMOST EVERYTHING

THE GAME

Where would we be without Sir Pac? *Pac-Man*'s influence over today's games is so obvious it's scary. The Pacster was the world's first recognisable videogames character and we have him to thank for what must be the world's very first power-up. Amazing when you think what impact it has had on games.

I GOT THE POWER!

In the four corners of *Pac-Man*'s mazes are the fabled power pills and their beauty is their simplicity. Eat a power pill and the hunters become the hunted. The ghosts turn blue and scarper as the mighty Pac becomes invincible. Munch all blue ghosts for a high-score bonus and a warm feeling inside.

YOU LOOKIN' AT ME?

Pac-Man's power pills really turn the game on its head. The way the game plays switches in a split-second. One moment you're planning a sneaky route through the maze and avoiding ghosts at all costs, then suddenly Pac's turned into an unstoppable death-dealing demon – hell-bent on revenge!

RUSH OR CRUSH?

Pac-Man's a videogames hero but he's old. Power pills are still wickedly entertaining though, and it's cool to see players' individual tactics – some concentrate on clearing the maze of pills, while others go for all-out ghost-munching carnage for top points.

💣💣💣

THE WAHINI TOEJAM AND EARL

MEGADRIVE

THE GAME

This game takes players on a laid-back stroll through the bizarre world of Toejam and Earl. These two funk-soul brothers have crash-landed on Earth and you have to find the pieces of their ship and get them home.

I GOT THE POWER!

Toejam and Earl features a variety of 'presents' littered around the levels. One of the coolest is the ethereal beauty of the Wahini. With a cry of Aloha! this Hula girl will have your opponents gyrating and shimmying – leaving them vulnerable to attack.

YOU LOOKIN' AT ME?

Toejam and Earl is an amusing game to play and the various sound samples and animations always manages to raise a titter. Not only is the Wahini funny, she's also kinda cute and the joy of scuppering player two with a shimmying hula girl, then taking the presents for yourself, is laugh-out-loud funny.

RUSH OR CRUSH?

She may not have lasers and swirly lighting effects but those hips are more dangerous than a loaded weapon. A comedy power-up favourite.

💣💣💣💣

RUMBLE POWER READY 2 RUMBLE

DC/PS/GB

THE GAME

Ready 2 Rumble proved to be one of the best Dreamcast launch games and is a hoot in multiplayer. Cauliflower ears all-round.

I GOT THE POWER!

As you land meaty punches on your opponent your rumble meter increases. A medium hit will add one letter to the meter, but a jaw-busting uppercut will add two or three. Once you've spelt the word 'rumble' you then have access to some devastating punching power.

YOU LOOKIN' AT ME?

Activate the rumble power and see your opponent try to escape your fists of steel. While your boxer's gloves are glowing, your punches increase in power and your boxer has more energy. Perfect for dishing out the pain.

RUSH OR CRUSH?

The race to spell 'rumble' really spices up the fights and there's nothing cooler than beating your mate to it and sending them bouncing around the ring.

💣💣💣💣

More power! More power! We always want more from our video games and the test of any great title is the amount you can enhance your main character. Whether you're shooting, racing or adventuring, an awesome in-game power-up can make all the difference. Imagine *Pac-Man* without the power pills and you'll see what we mean.

POWER POINTS

A decent power-up should make you feel harder than a bloke called Big Ron with no teeth and Love/Hate tattoos on his knuckles.

●●●●● "COME GET SOME!" A PERFECT POWER-UP

●●●● OPPONENTS WILL RUN FOR THE HILLS IF YOU'VE GOT THIS BABY

●●● LIKE A RUSTY HAMMER; NOT SOPHISTICATED, BUT DEADLY IN THE RIGHT HANDS

●● A POWER-UP THAT PROMISES THE EARTH BUT DELIVERS NOTHING

● CUTTING YOUR TOENAILS IS MORE INVOLVING

RED HOMING SHELL
MARIO KART/MARIO KART 64

SNES/N64

LAP 3/3
TIME 02'04"44
4th

THE GAME
Mario and pals took the gaming world by storm with *Super Mario Kart* on SNES. The solo game is honed to perfection and the two-player tournaments and Battle modes send you into overload.

I GOT THE POWER!
Mario Kart's magic lies in the weapons and power-ups littered around the tracks and the best of the lot is the red shell. This pick-up acts as a homing device, taking out the lead racer no matter where you are in the course. Guaranteed to cause lots of fights in multiplayer games.

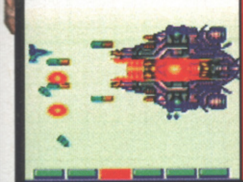
YOU LOOKIN' AT ME?
The power-ups are dished out randomly in *Mario Kart* making players anxiously wait to see just what they've picked up. Picking up the red shell turns even the mildest of games players into a 'I need to be arrested' road rage maniac.

RUSH OR CRUSH?
Everyone should play SNES *Mario Kart* at least once in their lives – it's simply too good to ignore. Where the red shell really excels is in winner-stays-on matches in Battle mode.

●●●●

POWER BOOST SYSTEM
GRADIUS

ARCADE/NES/GB



THE GAME
Old favourite *Gradius* features side-scrolling levels with waves of aliens attacking from all sides. At the end of each stage lurks a huge boss, tooled-up to the teeth and ready to turn your space craft into scrap.

I GOT THE POWER!
Gradius features a clever power-up system. By blasting aliens you get power pods which have to be activated by you before they do anything. One power pod will give you a speed boost but two pods will double your firepower. You choose how and when to upgrade your ship – a great idea and one of the first games to leave such choices up to the player.

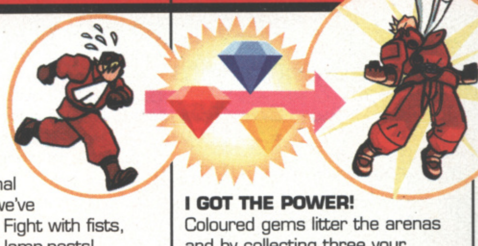
YOU LOOKIN' AT ME?
The way you can choose when and when not to power-up adds a huge amount of tactics and depth to *Gradius*. By collecting pods and choosing the same power-up time and again you could become a one-man army, filling the screen with your firepower.

RUSH OR CRUSH?
More tactical players think about when to hit the power boost, rather than using it straight away. Players who take time out to learn the levels are rewarded massively, which makes getting the most from the power system one for the hardcore player.

●●●●

THREE GEMS
POWERSTONE

DC



THE GAME
Totally mental Dreamcast fighting in fully interactive arenas of death! One of the most original beat 'em ups we've seen for ages. Fight with fists, guns and even lamp-posts!

I GOT THE POWER!
Coloured gems litter the arenas and by collecting three your character transforms from bad-ass fighter to ultra bad-ass superhero. The transformation allows your character to pull off some awesome moves.

YOU LOOKIN' AT ME?
The gems really come into their own in two-player battles, with players frantically racing to collect them. By smacking up your mate you can also nick their gems and this is where the action really hots up. The special effects and cool moves are jaw-dropping.

RUSH OR CRUSH?
The collection of gems in *Power Stone* is one of the most fun ways to trash your mates in a video game. Great power-up action.

●●●●●

THE FORCE
R-TYPE

SNES/GBC/PS/OLD COMPUTERS

BEAM
SCORE 001150

THE GAME
R-Type is a CVG favourite and for good reasons. This side-scrolling shooter tore up the rulebook and became a hit on almost every home system ever released. *R-Type* asks you to use nothing but pure gaming skill to win.

I GOT THE POWER!
You start your mission with a puny laser and the ability to charge and release a bolt of energy. After blasting the first couple of waves of alien scum you'll pick up one of gaming's true treats, The Force. You can attach this module to your craft at the front or back, or send it out to clear a path for you. Unnaturally good fun.

YOU LOOKIN' AT ME?
Different coloured pick-ups alter the behaviour of The Force, letting it double in size, spawn extra protective pods and fire a whole range of lasers and missiles. The projectiles change according to where you position the unit, too.

RUSH OR CRUSH?
R-Type is an all-time classic and owes a lot of its success to The Force. The power-up really comes into its own on Level Four where you're faced with screens full of lethal green spores. Get tooled-up and send The Force out to clear the way. You'll be rockin' with this awesome power-up.

●●●●●

SPEED SHOES
SONIC THE HEDGEHOG

MD/NEOGEO/DC

SCORE 300
TIME 0:49
RINGS 54

THE GAME
The first *Sonic* game broke all speed records in videogames and became an instant hit. And Sonic's enjoying success on DC right now.

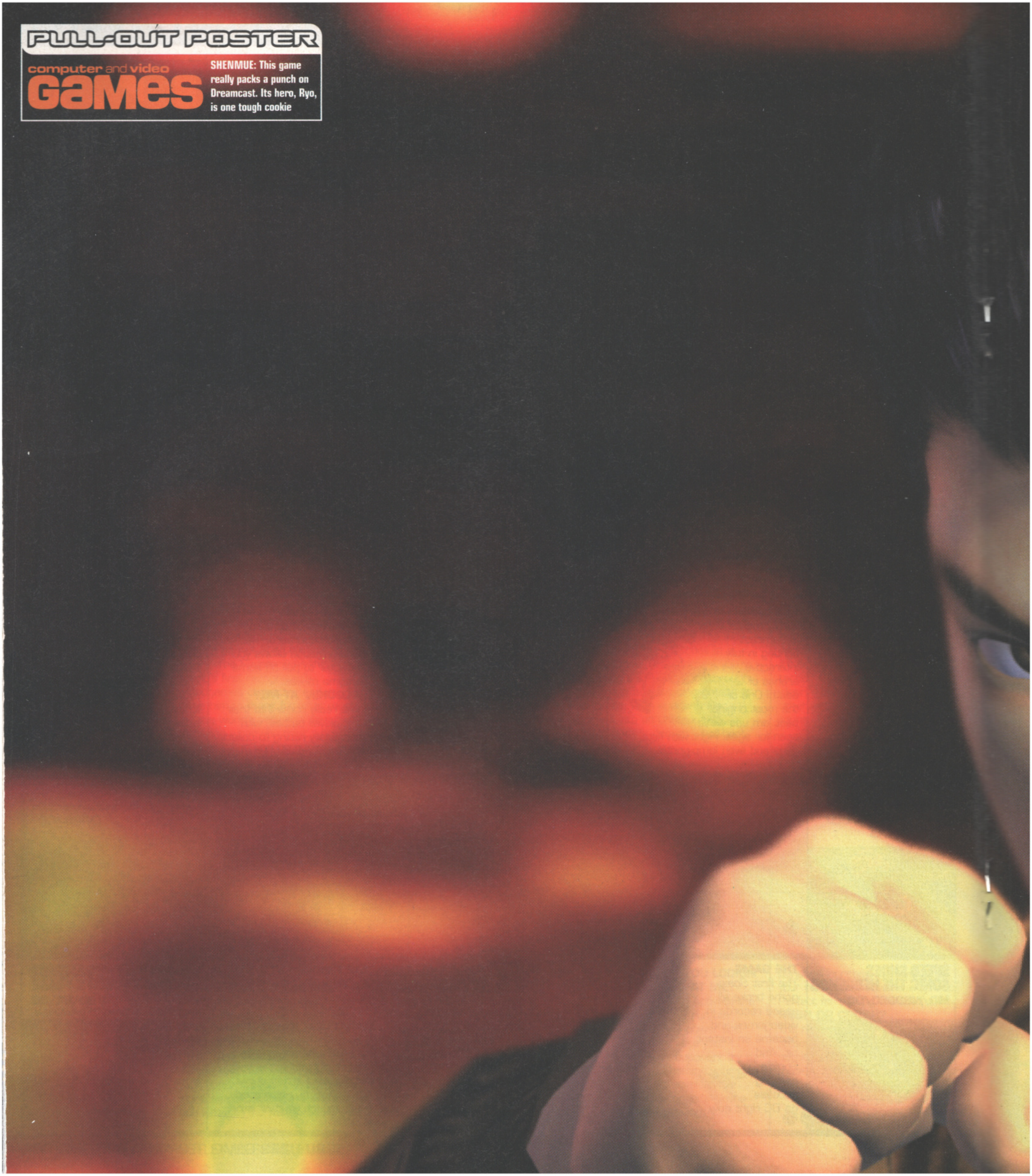
I GOT THE POWER!
Sonic is a fast guy and with the speed shoes power-up he turns into a blur of fur – or bristles. The action is so frenetic at times that Sonic flies off the screen and lands at the very end of the stage. Ace!

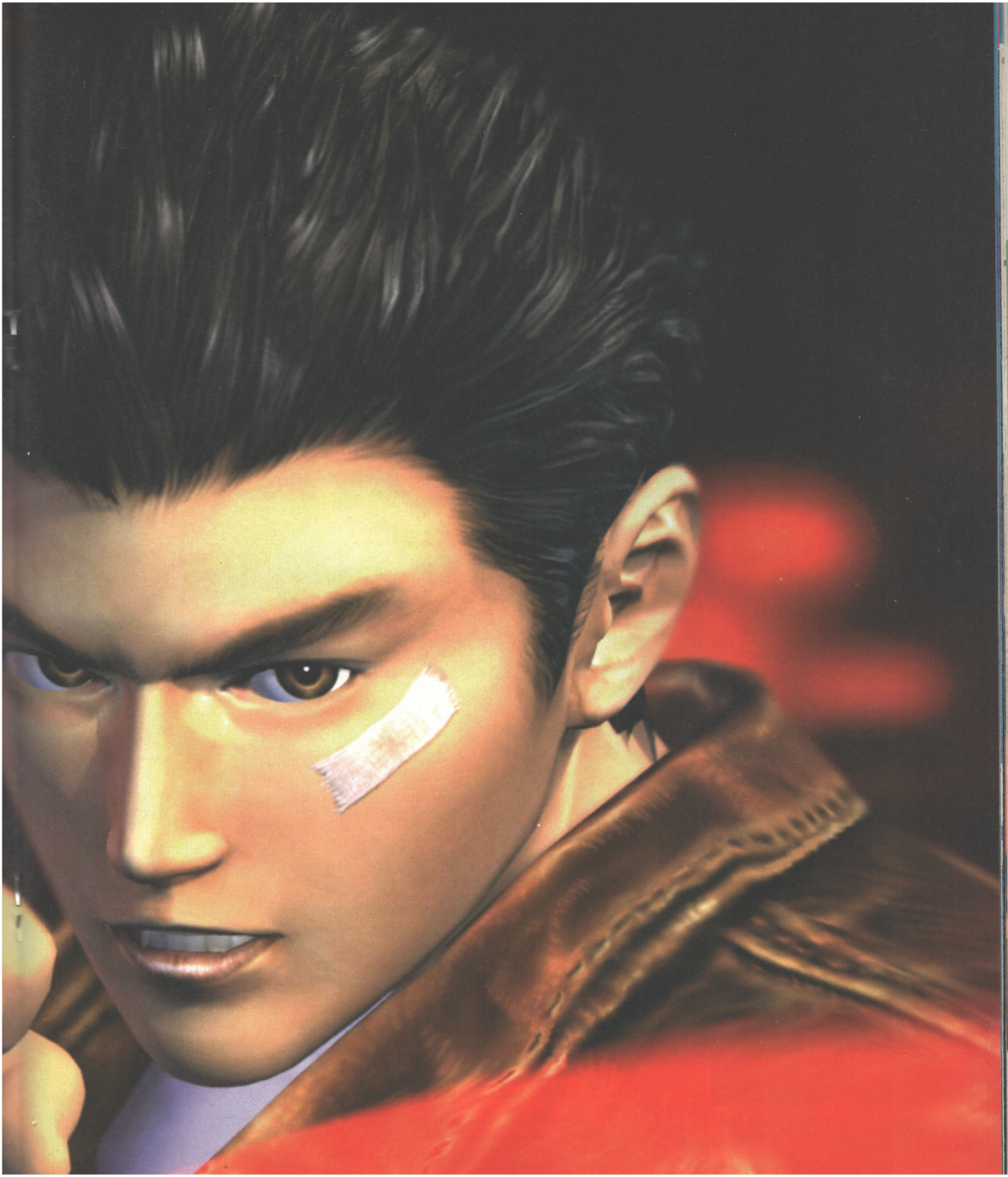
YOU LOOKIN' AT ME?
The levels in *Sonic* have multiple routes and the most special ways to clear each level can only be accessed via a hefty speed boost and a cool pair of speed shoes. Grab the power-up, get a good run-up and launch yourself into the air to reach secret areas and new treats.

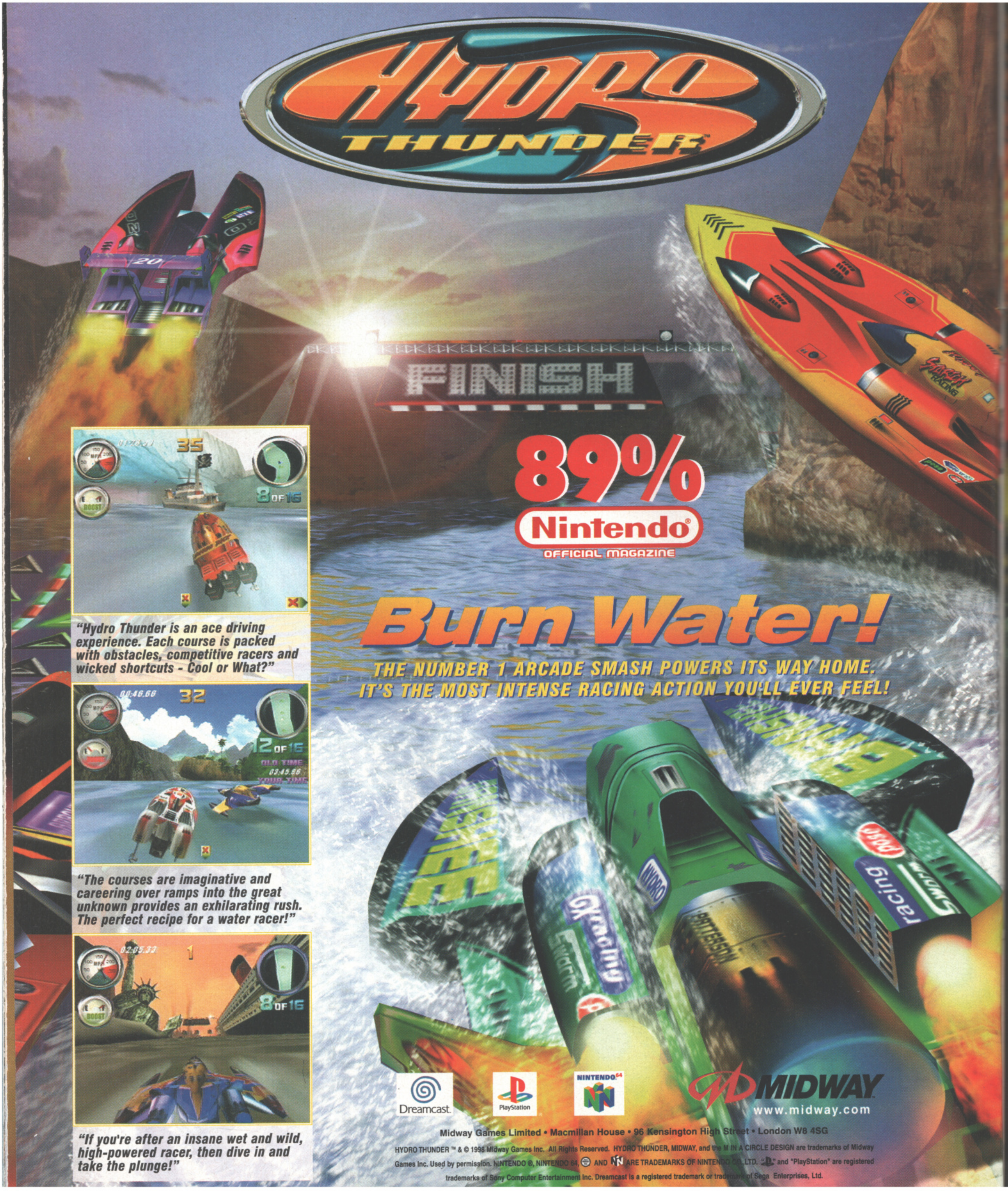
RUSH OR CRUSH?
Along with access to previously unreachable areas, Sonic's speed shoes let players race from the start of the level to the end in an eye-wateringly fast time. Bags of fun.

●●●●

SHENMUE: This game really packs a punch on Dreamcast. Its hero, Ryo, is one tough cookie







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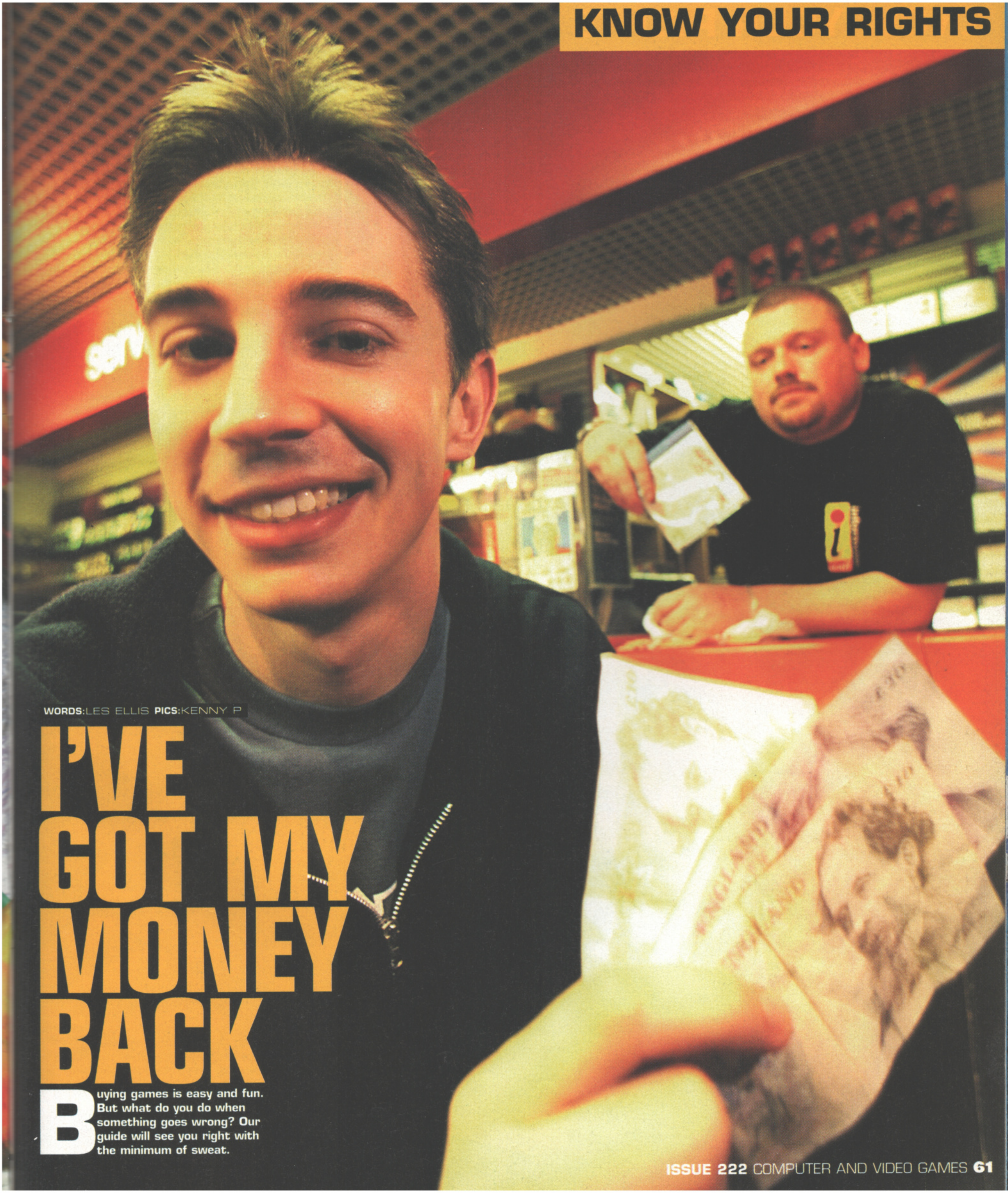

WORDS:LES ELLIS **PICS:**KENNY P

I'VE GOT MY MONEY BACK

Buying games is easy and fun. But what do you do when something goes wrong? Our guide will see you right with the minimum of sweat.

KNOW YOUR RIGHTS

Taking games back to a shop is a scary business. You may be worried the shop will use some lame excuse to hold on to your cash and try and intimidate you into giving up. But wait, the law is on your side in your quest for returned cash or another game.

1 I GOT HOME AND THIS DIDN'T WORK!

There's nothing more frustrating than getting a new game home to find the disc or cartridge doesn't boot up when you turn on the power. Here's what you do...

- If you can, the first step has to be to try it on other machines, just to make sure the problem isn't with your console at home. So go round your mate's house.
- Done that? Still doesn't work? Okay. Now for the fun bit. Dig out the receipt (never throw away receipts until you know it works) and take it back to the shop together with the game.
- Next, demand your money back or a replacement game. Almost everyone should comply. If they refuse you your money back, they're out of order. They may request to send the game to the publisher to get it checked, but if it's still faulty then you're legally entitled to your cash.
- If they insist on refusing then write to the owner of the business (whose details are legally required to be displayed somewhere in the shop) telling them that you (or your parents) intend to start action in the County Court if they don't comply. This will end up costing the shopkeeper much more than if they had refunded your money, so they'll probably give in.
- If they call your bluff, call a lawyer, your local Citizens Advice Bureau or your local Trading Standards, who will help you. And tell your mates. There's nothing worse for a shop than getting a bad reputation.

2 NAN BOUGHT *BARBIE SPORTS* AND I WANT *DEATH MANGLER 4*

Ah, bit of a sticky one this. If you don't like the game you've been bought, or bought yourself (if you follow our reviews this shouldn't happen) then legally a shop doesn't have to refund your money. However, all is not lost. Read the shop policies below and you'll notice that some of them will exchange. If you can get hold of the receipt then you can change your *Barbie* game for something infinitely cooler. The moral is: only buy games from a shop that you know will take it back. So, just who will give you the best option for taking your game back if it doesn't work or you think it's crap? And remember, these are official policies so if an individual branch won't carry them out, complain to head office. We'll also tell you what we think.

1. ELECTRONICS BOUTIQUE

CVG RECOMMENDED

If you're not happy with your purchase, we will offer a full refund or exchange'. Purchases must be returned within ten days for a full refund or exchange. All returned purchases must be in its original condition and presented with a valid proof of purchase. We reserve the right to restrict refunds/exchanges to those as covered by your statutory rights.

CVG Rating: Awesome. Even if you don't like the game you can get your money back if it meets these terms.

STAR WARS EPISODE THE PHANTOM MENACE
OUT ON VIDEO 03.04.00
PRE-ORDER YOUR COPY NOW
WILD METAL
R
"Hi...
...what's all this about Virgin setting up a mobile phone

2. GAME

If you aren't happy with a purchase, we offer a full refund or exchange. Purchases must be returned within ten days for a full refund or exchange. All returned purchases must be in their original condition with a valid proof of purchase. We reserve the right to restrict refunds/exchanges to those covered by statutory rights. This doesn't affect your statutory rights.
CVG Rating: Just the job. Even if the game sucks they'll still take it back - well done boys.

3. HMV

We want you to be happy with everything you buy at HMV. If you're not happy with your purchase, please feel free to return it for an exchange or refund. Items in their original condition with proof of purchase will be exchanged or refunded in full by the original method of payment. Items without proof of purchase will be exchanged or refunded in HMV Gift Vouchers at the current price.
CVG Rating: Got the receipt? You're laughing. EB, Game and HMV rule the high street.

4. WOOLWORTHS

If the game is faulty and you have a receipt they will give you a full refund or exchange for another game of your choice. If you can't produce a receipt but return it in good condition they will offer you an exchange or gift vouchers to use in their stores. If you're returning the game because you don't like it and the game and packaging are in brand new condition they will exchange it for another game.
CVG Rating: Surprisingly, better than Dixons. But not quite as clear-cut as the likes of EB.

5. DIXONS

No returns for a game if you don't like it. If it doesn't work it must be returned within seven days and they will exchange it for another copy of the same game, or a different one if your game isn't available. If it doesn't work because of something you did they won't refund or exchange.
CVG Rating: You don't need two brains to work out they're hardly bending over backwards for you.

3 I USED THE NET AND NOW I'M BEING RIPPED OFF

In theory, you have exactly the same rights buying something from a website as you do from a shop. Our advice is to use a reputable website that you've heard of before, like the ones we mention here. The dodgier the site looks, the dodgier their service is likely to be. At least if you use a credit card you can claim the money back from the card company if it all goes toes up. Oh, and use sites with secure servers (they'll tell you if they've got one) so no-one gets your card info.

BUYING ON-LINE

Websites are usually cheaper than shops, and the big name sites like Jungle.com now even offer free delivery, which means games can be more than ten quid cheaper. But people are still nervous of buying over the Net. They're either worried about giving credit card details or worred they won't have a leg to stand on if the goods are faulty. Well, worry no more because we've investigated and turned up these two gems for you to use.

1. @JAKARTA.CO.UK

Console games: return your product within 14 days, with your advice notice, and you can exchange it for another title. You won't be charged second postage. PC games: return it unopened in 14 days and we'll refund or exchange it. If exchanging, you won't be charged for second delivery. Faulty games: will be exhanged within 14 days if accompanied by a receipt.
CVG Rating: Good system but call or email @Jakarta first to request a returns label.

2. EB.CO.UK

Any software may be returned for refund or exchange within ten days of the despatch date. Merchandise must be in the original box or package with all accessories and manuals in saleable condition with proof of purchase. We reserve the right to restrict returns to unopened or defective products at our discretion. Defective merchandise will be replaced with a like item, upon return of the defective merchandise. You can return goods to your nearest Electronics Boutique store. Please note, you must return any item using the original invoice supplied with your product and have your credit or debit card used for the original purchase with you for the store to process the refund. You can return goods directly using the postage-paid label you'll receive with your goods.
CVG Rating: Much the same as the high street shop – you can't go wrong with this.

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STAR LETTER
WHATEVER YOU CAN DO...

In Issue 220 Roi Lewis told you about his hardware collection. You said there couldn't be many others with such a vast collection. Well, I might be able to beat Roi's list. Here goes:

Magnavox Odyssey with rifle and extra games (original 1972 US model), Atari Touch Me, Atari Super Pong, Atari Video Pinball, Atari VCS (x3), Atari 130XE, Atari 1040Ste, Atari Portfolio, TV Boy 1, TV Boy 2, Super TV Boy, Atari 5200 Supersystem (US Model), Atari 7800, Atari Lynx, Atari Jaguar, Commodore 128, Commodore 128D, Amiga 500+, Amiga 1200 (broken), Amiga CD32, IBM ThinkPad Pentium Laptop, Pentium II PC, Apple Mac SE, Coleco and Adam Computer add-on, Sharp MZ-700, Prinztronic, Teleng Colourstars, PlayStation, Panasonic 3DO, SNES, 60 in 1, NES, Virtual Boy, Game Boy original, Game Boy Pocket, Game Boy Color, N64, Sega Master System, Sega Nomad, Sega TeraDrive (Japanese 286PC + MegaDrive combined), Sega Multimedia, Sega Saturn, Sega Gamegear, Tiger Game.Com, Cheetah Gamate, SNK NeoGeo Pocket (B&W version), NEC TurboGrafx 16, MB Microvision (first programmable handheld).

Plus I have software for all the above and I even have software for machines I haven't yet found (CD-I, Pet, Supervision) plus 50 different Tamagotchis and about 100 different handhelds. All my systems are boxed and my favourites must be the Odyssey, the Atari 5200, the Sega TeraDrive, the Adam, the Multimedia and the Microvision.

Take care.

Tom, Cornwall

WIN WITH MADCATZ®

Want some really cool peripherals for free? Each month, the writer of Mailbag's star letter will get a smart prize from Madcatz. They've got everything from steering wheels to memory cards, to controllers. With a different prize up for grabs each issue, it's time to get writing.

Mad Catz
Dual Force
MadCatz

Write in, get it printed and you could win some Madcatz goodies

EYE CATCHING

In Issue 216 I was looking over the PlayStation2 review and one thing caught my eye. You stated that you can use the existing Dual Shock controller with the machine, but can you still use the existing steering wheels and lightgun accessories?

Paul McHendry, Glasgow

Lots of people have asked the same question. Sony is being tight-lipped about this one but as steering wheels and lightgun accessories use the same inputs as the pukka joypads, and PS2 is able to use your old pad, then, in theory, your steering wheel should be cool. We also asked our peripheral man on the inside and as far as he was concerned there wasn't any sort of problem. By the next issue we'll have tried them out on our own machine and will let you know.

THEY'LL SEE

After making the god of consoles with your free make-it-yourself PlayStation2, I showed it to my friends at school. They all said the look of the new PS2 was shit. I tried reasoning with them that it doesn't matter what it looks like – just imagine what it can do. The abuse still continued so I told them that when they actually played the PS2 for real I'd take a photo to show their surprised faces. Then I'd send it to CVG so everyone could see...

Richard Lewis, Romford

BRILL

I saw Dean Scott on Newsround and he was brill!

Josie Lee, Glasgow

PRIZE LETTER

You printed my letter about *Pokémon* in Issue 216 on page 73 and I was wondering if I should win a prize.

Paul Michalski, Loughborough

No.

MUM, I NEED A PS2

I've put together a list of ten ways on how to persuade your parents to buy the console of their dreams.

1. Mum, mum, all my mates have got 'em. I'll look out of place and get bullied, and you wouldn't want that to happen, right?
2. I promise to do all my homework the day I get it, and guess what the console is releasing... special homework software that will be really, really useful.
3. But dad, you promised me seven years ago. Don't you remember?
4. It'll keep me out of mischief.
5. I had a dream that one of god's angels told me to buy a new console.
6. But mum, I'll let you play on it (cough, cough).
7a. Dad, mum said I could get one.
7b. Mum, dad said I could get one.
8. I promise I'll do the washing up for a whole year (wink, wink).
9. Mum, if you really love me you would...
10. Mum! I'm so stressed I think I need to RELAX by kicking the HELL out of some FREAK in *Soul Calibur*.

Matthew Chenery, Letchworth

POKETEACHER

For the past six months I've been gripped with *Pokémon* fever. Everyone thought I was crazy and whenever I saw something with *Pokémon* written on it I would be there in a flash. It got so bad that one day I was called into the head teacher's office (I thought I was in trouble because of my colourful reputation) but when I walked in she smiled and gave me a book about *Pokémon* and said her grandchildren loved *Pokémon*, too.

Bobby Veasey, Walthamstow

LESSON TO US ALL

CVG readers need to be warned about pirate games. About two years ago I bought a PlayStation and got it chipped right away. Great, I thought, oblivious of what was in store. For about a year-and-a-half I enjoyed the finer life: top games for under a fiver and imported games such as *Metal*

> *"I saw Dean Scott on Newsround and he was brill"*
>
> ***Josie Lee, Glasgow***

"If anyone out there is thinking of getting their PlayStation chipped, DON'T DO IT"

Mark Tennick, Nottingham

Gear Solid **(which I completed before it was released over here). Then, gradually, games had to be tried twice or more before they worked properly and then my PS stopped working completely.**

I now own an N64 which has no drawbacks. Smooth, fast gameplay and no problems. If anyone out there is thinking of getting their PlayStation chipped, DON'T DO IT! It will cost you time and money and will eventually have to be disposed of.

Mark Tennick, Nottingham

YOU WERE RIPPED OFF

I have a few comments on your so-called Bag A Bargain feature. You were all ripped off. Firstly, the Amiga 1200 and Atari 2600 were a good deal but the Sega Saturn – what a rip off. From Doncaster market you can get them for as little as £15 and games for £3. The SNES and 10 games for £50, ha! I recently bought a SNES from a friend with 12 games (including ***Zelda, MarioKart*** **and** ***Yoshi's Island,*** **to name a few) for £20.**

The Mega CD. Okay, it may not be the best machine but I got one, also from a market stall, for £15 – Mega CDII with ***Road Avenger*** **and** ***Sega Arcade Classics*** **(five games in one). The Japanese Mega Drive and nine games and a Commodore 64 with 20 games for £45 – one of the few good deals you did get. At the Doncaster market I bought a Game Boy Color, boxed, with batteries for £42. Finally, from a specialist store, I found a brand new Atari Jaguar with four boxed games plus** ***Cybermouth*** **included in the box for £35. So, if you had looked harder you could have found some real bargains.**

Matthew Stock, Doncaster

Dean was very pleased with the team's buys and says he wouldn't swap your Jaguar for his used bogroll. £35? And you say we were ripped off.

SPOOKY

I had this dream which sounded and felt real. It went like this: Last Halloween me and my mates went out dressed up as Lara Croft. Then I saw two people killed. And then another. Guess what happened next. We were all spooked to see the dead people were us, and an ambulance took us away. My friend and I felt strange to see our own bodies taken away as if we were ghosts and ghouls.

The next morning I went to school and my friends said they had the same dream. Was it real or was it spooky?

Sultana Begum, London

Step away from the dodgy dream! Our Lee may have a thing on the sly for dressing up as Lara now and again but that's got nothing on your story. We'd keep that sort of thing quiet if it were us.

THEY SAW YOU COMING

You go out with £50 and get a SNES and 10 games. I go out with £50 and can get a Sega Saturn for £25 and games for £3-5, plus ***Mace – The Dark Age*** **for £2 and** ***Silicon Valley*** **for £10. So, who's the bargain hunter now? Me.**

Paul Davies, East Sussex

PLANET RETRO

Bloody hell! Roi Lewis owns a lot of games systems. I get the impression from his letter that he wants someone from CVG to visit him on Planet Retro and give him a two-player compo on one of his many games consoles. If you do, ask him if he's got ***James Pond*** **(not James Bond) or** ***Air Taxi*** **for the Amiga 500/600 as I think these games are boss! I should know, I used to own an Amiga 600.**

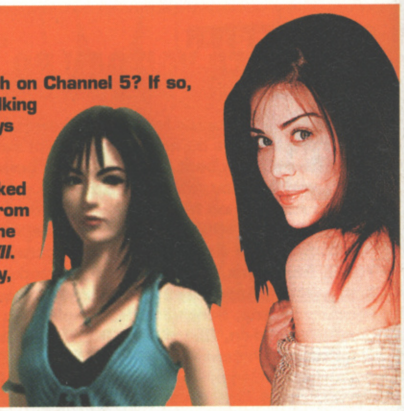
I also recommend ***Sensible World Of Soccer*** **and** ***Lemmings.***

Ashley Henley-Smith, Liverpool

BIG PUPPIES

Does anyone watch Sunset Beach on Channel 5? If so, you'll probably know what I'm talking about. One of the stars who plays Meg Cummings recently took a break from the show to act in a film. When she returned she looked remarkably like Rinoa Heartilly from ***Final Fantasy VIII*** **or the other one with the large breasts from** ***FFVII.*** **I've also heard that Final Fantasy, the movie, is to be shown at the end of this year. Could this Sunset Beach star be in the movie?**

Larsson Kabukoba, Birmingham



GAME BOY ADVANCE

I really enjoyed your article about the Game Boy Advance. I'm going to America in July and was wondering if it will be available to buy there?

Calum Macdonald, Edinburgh

PS. The 5-star award you gave ***Rally Championship*** **on the PC was well deserved as the game is amazing.**

No release date yet and it's unlikely that it'll be on sale in the States by July. Soz.

ON THE BOG

Game Boy Color or Game Boy Advance? It's a difficult choice. This morning I'd decided a Game Boy Color was the best way to pass the time on the toilet. But, then I saw your latest magazine with details on the Game Boy's replacement.

Should I buy a Game Boy now or should I wait for Game Boy Advance? What a dilemma. I know that Advance will be more powerful but that also means it will be more expensive and I'll have to wait a long time for it. Just like Mark Matthew said in Issue 218, "At 13 years old, money doesn't grow on trees."

Roy Ite, London

Advance will be more powerful and run some cool games but it's going to be a while before it goes on sale, and think of all the brilliant games you'd be missing out on in the meantime. If it was us, we'd want to be playing now.

NOT PERFECT

In my eyes Rare has messed up with ***Perfect Dark.*** **Not because of numerous delays or the withdrawal of that Game Boy Camera feature. But because it's gone all spacey and futuristic. One thing that made** ***Goldeneye*** **so popular and fun to play was its realism.**

Rare should have set the game around a conflict like WW2, Vietnam or the Gulf War, and also upped the gore level for extra realism. Weapons from that era should also be included.

If that fails to convince you, ask yourself this question: Who would you rather shoot, aliens or Nazis?

Luke Nardori, Swindon

"Should I buy Game Boy now, or wait for Game Boy Advance?"

Roy Ite, London

WHO WROTE TO MAILBAG THIS MONTH

Alan Gray, Widnes; Bradley Goldsworthy, Bradninch; Darren Morrison, Reading; Daniyal Syed, London; Thomas, Manchester; Jonathan Burton, Reading; Jason Power, Co. Tipperary; Peter White, Dumbarton; James Hodge, Cheshire; Jack Darby, Leeds; Simon Harber, Pershore; James, Sheffield; John Grant, Bristol; Nik Harper, Lincoln; Paul Sit; Rob, Wigan; Devraj, Dorset; Michael Monaghan, Stockton-on-Tees; Jamie Warin, Southend; Luke Waters, Coventry; Ross Hamilton, Stanley; Matt Corbishley, Herts; Leroy Shillingford, Neasdon; Lewis McAnuff, Thornton Heath; William Heath, Belfast; Jason Ashton, Sheffield; Michael Smith, Leeds; Michael Reilly, Newry; Steven Farrimond, Wigan; Anthony Swift, Merseyside; David Allen, Nottingham; Michael Schofield, Lincs; Katarina Tua, Auckland, New Zealand; Colin Greenwood, Cleveland; S. Skitmore, Norwich; Paul Calderbank, Battle; Stephen Murray, Manchester; David Vaughan, Liverpool; Chris Keogan, Boyle; Mikey Anderson; Anthony Cheng, Rhyl; Jason Coomey, Co.Cork; Neil Handley, Essex; Lula T, London; Joseph Gray, Loughrea.

PRIZE BUSTER

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PS2
PlayStation 2

PlayStation 2

Win a PS2 with Ridge Racer 5, Streetfigher EX3 and Memory Card.

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Win Combi TV & Video!
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Win £100 Wrestling Games!
09069 181880

Win two Wrestling Tickets
09069 102899
Earls Court on the 6 May
Closes 3 May

TITAN TRON LIVE

Win Wrestling Goodies!
09069 102898

Win DVD Player!

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Win Panasonic Mobile Phone!
"Pay as you talk".
Vodaphone conditions apply.
Call charges not included.
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Win Toshiba Laptop!

09069 102892
Instant Win!

Win Pentium III PC!

intel inside
pentium III

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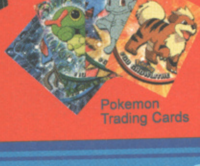
Instant Win!

Wrestling T-Shirt



Pokemon Trading Cards

GO FOR IT!

We've got our hands on some crazy stuff, and all you have to do to win 'em is to call the number, pick your prize, crack the code and it's yours!

09069 181883 Instant Win!

Flash Camera with Motor Wind

Imtronix Sports Watch

Electronic Databank

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st May 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. **Actual designs may vary.** If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. www.InfoMedia-Services.co.uk HELPLINE: call 01 604 624 634

WHAT'S IMPORTANT

The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game regardless of format or who has made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video games
★★★★★

Any game that earns the Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

70 **STREET FIGHTER EX3**
Much loved series hits PS2

74 **POKEMON SNAP**
Even cynics will be hooked

90 **OPERATION WINBACK**
Wannabe *Metal Gear Solid*

110 **SYPHON FILTER 2**
Return of the action hero

PS2
NTSC VERSION

COST:	£59.99
OUT:	JAPAN: NOW UK: SEPT
MULTIPLAYER:	1-2
COMPATIBLE:	MEMORY/DUAL SHOCK2
NTSC PLAYABILITY:	ENGLISH IS THE PREDOMINANT LANGUAGE, SO NOT KNOWING JAPANESE WON'T AFFECT THE EXPERIENCE

RIDGE RACER V

The first taster of what PS2 should be all about

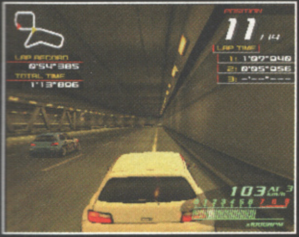
You might have seen movies from *Ridge Racer V* on the Net. You might even have seen it running in a games shop. Because you know so much about games, you spotted a bit of pop-up. You thought the textures weren't that impressive, either. Congratulations on missing the point. Go and play blindfolded in the road. Get lost.

DRUAGA
BLUE CRYSTAL ROD
DRUAGA
ISHTAR
namco

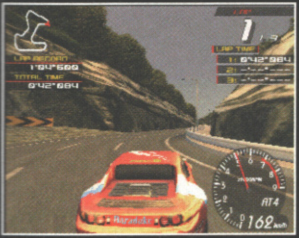
WORDS: DEAN SCOTT **SCREENSHOTS:** LEE SKITTRELL

THE REAL THING

You have to be playing to feel this effect strongly. The gameplay has been refined scientifically, by boiling up all the previous *Ridge Racer* games and creaming off the very creamiest of the cream. This means *Ridge Racer V* proudly displays the DNA of the games you already love. That trademark speed is more evident than ever before: you scorch through yellow tunnels at unsettlingly high speeds. You couldn't possibly go any faster without your brain malfunctioning. But then you win, your car gets faster, and you adapt. The car handling is insanely arcadey, allowing you to throw cars sideways round corners, balancing flair and skill in perfect racing manoeuvres. *Ridge Racer V* is better than real driving and an equally engaging course to race around just doesn't exist in reality.



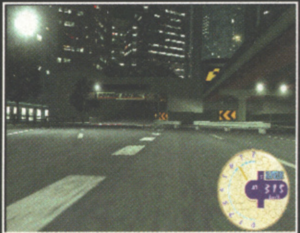
Everybody's favourite underpass looks so real you can almost touch the walls



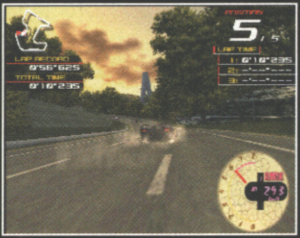
You can't see it here but this is an awesome power slide in progress – honest, guv!

THE REAL WORLD

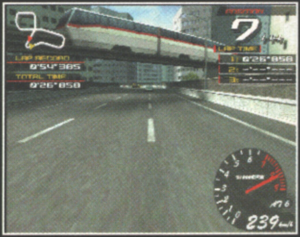
Ridge Racer V is so sense-shatteringly awesome that it makes you think silly things. It looks less realistic than *GT 2000*, but not any less *real*: *Ridge Racer World* is utterly convincing as a game environment. If you happen to notice a side-street going off the main circuit – you might not since the game compels every percentage of your conscious attention – you find yourself wondering where it goes. When you gaze up at the lit windows of sky scrapers in the night, the might think that an over-stressed Japanese futures trader is gazing down on the frenzy of activity on the road below, taking a break from the cancerous blue glow of his buzzing computer screen. When a train whizzes past on an overhead rail you wonder where it's taking people. But it's only a game.



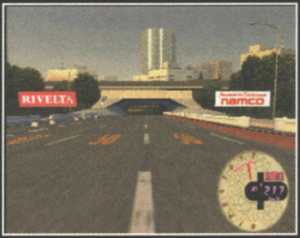
Race the Ridgeway at night and check out the downtown lights



The sun sets on another day of racing mayhem – rack up the miles to unlock treats



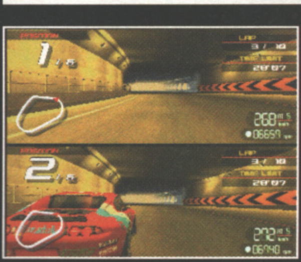
The trackside graphical detail is impressive – this train zooms past above your head



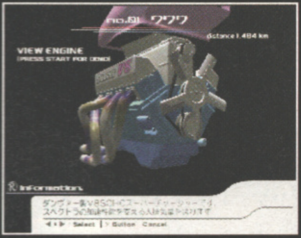
The tracks are all similar, but when they look this good, who cares?

WHAT IT DOES

The game structure is simple: you enter a Grand Prix and progress to future races by finishing sufficiently well placed. Win a series and you race another series, upgrading your car and unlocking new ones and courses along the way. Like the best adventure games, the promise of new racing terrain is enough to keep you playing, even if the pure adrenaline hit the game provides starts to wane. But it never does. When you win all the races there's the timeless two-player mode to play. And *Ridge Racer V* is one of a rare breed of racers that you replay to whittle down lap times, such is the lure of that mythical Perfect Lap.



The tweakable options extend to what type of engine to mount in your vehicle



The two-player mode is great but, oh my, look at the fog!

WHAT WE THOUGHT

THIS IS THE ONE

PS2's launch line up was disappointing and *Ridge Racer V* shines like a diamond in that company. The gameplay is frantic, compulsive and after you play it for the first time you'll actually feel different. You might find yourself shaking, you won't want to wait for your next turn and you might want to scream and shout. It affects you like a drug, and even if the experience is short-lived by *Turismo* standards, few games hype you into such a euphoric state.

WELCOME TO THE NEXT LEVEL

Ridge Racer V is truly a next-gen video game. It's the finest arcade racer ever – and we'd include any of those sit-down racers in your local coin-op emporium. The bad news for arcade operators is that they can kiss your pound coins goodbye from now on. But consider this: we hailed the original *Ridge Racer* game similarly on its launch. Can you imagine what *Ridge Racer 6* is going to look like? We're probably not worthy.

computer and video Games

★★★★★

IF YOU LIKE THIS TRY THESE...

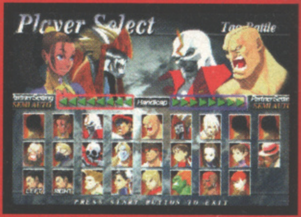
No arcade racer you can currently play even comes close

PS2 NTSC VERSION

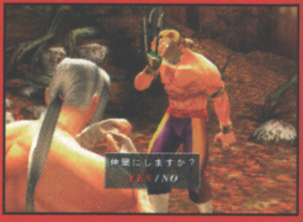
COST: £59.99
OUT: JAPAN: NOW
UK(PAL): TBC

MULTIPLAYER: 1-4
COMBATIBLE: PS2 MULTI-TAP
NTSC
PLAYABILITY: JAPANESE TEXT IS AN OBSTACLE IN CHARACTER EDIT AND ORIGINAL MODES, WHERE SPECIFIC TASKS ARE SET TO EARN BONUS POINTS

STREET FIGHTER EX3



The first nine times you complete Original mode, a new character is added



When you beat an opponent you can choose to have them fight on your side

Fighter hits the import shops looking for a scrap

WORDS & SCREENSHOTS: PAUL DAVIES

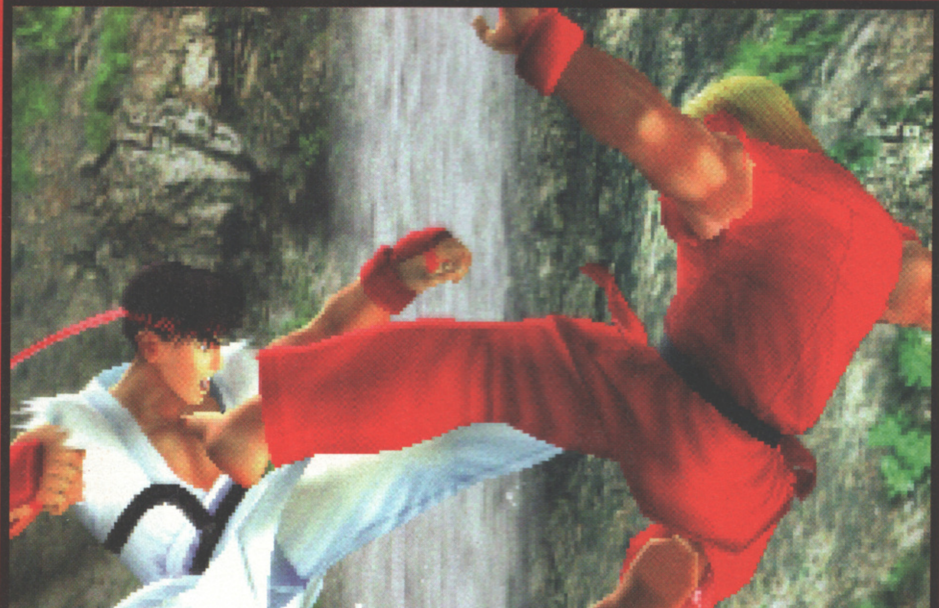
WHAT YOU NEED TO KNOW
Maniac players can't get enough of *Street Fighter*. Everyone else just lets them get on with it. On PS2, though, *SF* could attract a whole new crowd.

GUT-WRENCHER
Street Fighter EX was the first in the series to transform the traditional 2D art into 3D polygon characters. But, while the gameplay was enhanced, the personality was sacrificed. The humorous animations – the blood spurts, the popping-out eyeballs after a punch in the gut – were all gone.

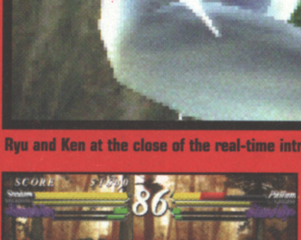
PS2 DELIVERS
Now, thanks to PS2's supreme drawing power, we get lifelike 3D models of the fighters together with human, or even superhuman, detail. Chun-Li has never looked more alluring and Zangief's tough-guy attitude is back. Loose-fitting jackets sway with the fierce motion of combat, and characters' hair is forced back in the wind. When you see how fine the detail is, we guarantee you will be astonished.

YOU'RE IT
SFEX3 also has a Tag Team option – see how many hits you can string together by combining characters. You can even have four playable characters on screen at once. In addition, there's a Character Edit mode where you can customise fighters' moves, and Original mode, which adds an element of drama and unpredictability.

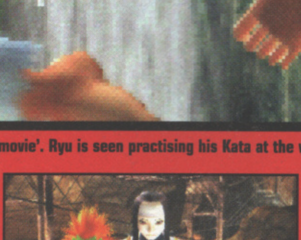
WORTH BUYING?
While the visuals are competing on the same terms as other 3D Ofighters, the gameplay remains 2D. In the end this is a matter of taste. The training mode could have used on-screen prompts to help you learn and the game slows down occasionally. Otherwise *SFEX3* deserves respect.



Ryu and Ken at the close of the real-time intro 'movie'. Ryu is seen practising his Kata at the waterfall, then Ken rushes in to challenge him



Four characters on screen at the same time. There's some slowdown, though



Check out the detail on this girl Hokuto. When she moves, her clothes do too

computer and video GAMES
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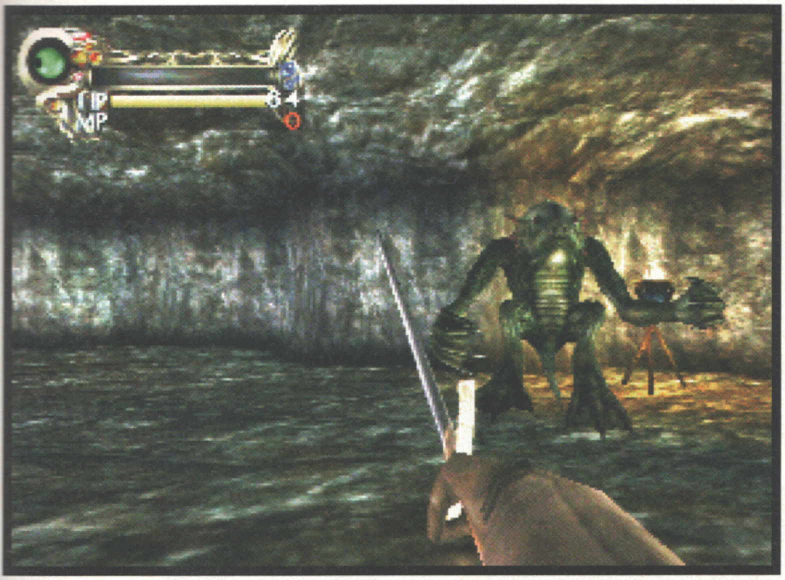
IF YOU LIKE THIS TRY THESE...
Tekken Tag (PS2), *Dead Or Alive 2* (PS2, DC) *Street Fighter EX2* (PS), *Street Fighter Alpha 3* (PS)

ETERNAL RING

NTSC VERSION

COST: **£59.99**
OUT: **JAPAN: NOW**
UK(PAL): TBC

MULTIPLAYER: **NO**
COMPATIBLE: **DUAL SHOCK 2/ MEMORY CARD**
NTSC PLAYABILITY: **PLAYABLE, BUT LOTS OF MENUS**



The animation on some of the characters makes The Thunderbirds look hi-tech by comparison

Remember that really bad *Doom* RPG that launched with the PlayStation? It's back…

WORDS & SCREENSHOTS: LES ELLIS

WHAT YOU NEED TO KNOW

Kings Field. Slow and deeply flawed first-person RPG that launched with the PlayStation. *Eternal Ring*, made by the same people and launched with the new PlayStation – still slow and even more deeply flawed.

WORRYING

You'd expect a first-person game to be fast, exciting and full of drama. *Eternal Ring* has none of these. Okay, it's an RPG, not an out-and-out frag-fest, but you should still be able to move around quickly, not at the doddering granny pace that this allows. Combat should be more than swinging a sword or throwing a few spells that are little more than clever graphical effects. And as for the fogging, I thought that had gone out of fashion with the N64. It seems even the mighty PlayStation2 won't be immune if *Eternal Ring*'s anything to go by.

ETERNALLY MINGING

Even without the luxury of knowing the plot, *Eternal Ring* goes out of its way to frustrate and annoy. The speed, the fogging and the weakly designed caves and dungeons all leave you with a bad taste in your mouth. Throw in gameplay that seems to have come from the dark ages of videogaming and you begin to wonder whether this Japanese developer is actually capable of cutting it on PlayStation2.

WORTH BUYING?

If you're a diehard RPG player and want something that's no better than an average PlayStation RPG, then this is for you. Otherwise, avoid this like a suspicious looking pile of brown stuff on the pavement.

computer and video **Games**

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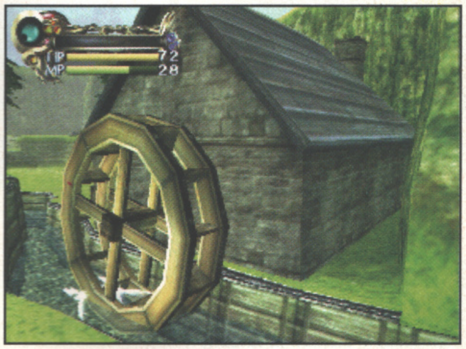
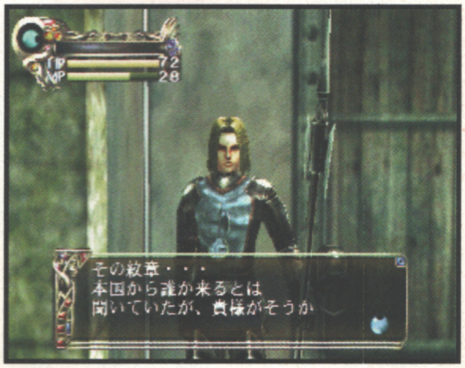
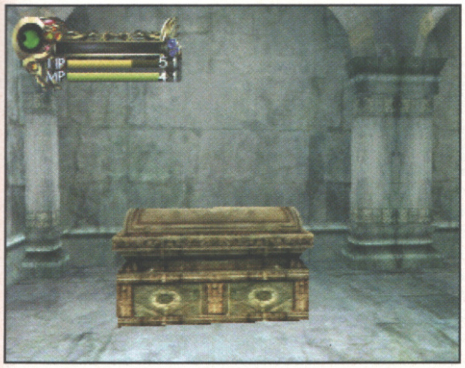
IF YOU LIKE THIS TRY THESE…
Zelda (N64), *Final Fantasy 8* (PS), *Kings Field* (PS)





その紋章・・・
本国から誰か来るとは
聞いていたが、貴様がそうか

You'd think speech would be easier than text and rude hand gestures



There's always a place for a good old coffin in a game. Looks comfortable, good fit, nice size. Yup, that works for me

Step on the vines to wake up this triffid and you'll be dodging venom while you're in this room

Oi, you fat git, you nicked my sword. Now I have to rely on dodgy magic to kill stuff. Even Paul Daniels has better magic than this

PS2

NTSC VERSION

COST: £59.99

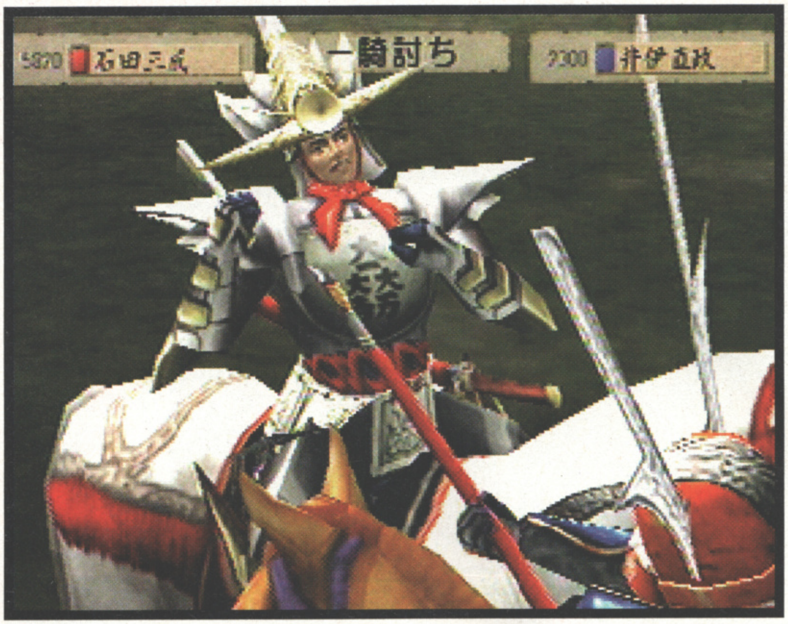
OUT: JAPAN: NOW
UK(PAL): TBC

MULTIPLAYER: **NO**
COMPATIBLE: **DUAL SHOCK 2/ MEMORY CARD**
NTSC PLAYABILITY: **ONCE PAST THE TITLE SCREEN YOU'RE IN A WHOLE WORLD OF PAIN WITH JAPANESE TEXT AND SPEECH. UNPLAYABLE**

KESSEN

The first thinking man's PS2 game? Not

WORDS & SCREENSHOTS: LES ELLIS



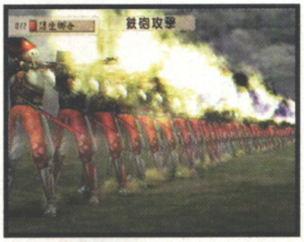
The odd flash of CGI almost makes it worthwhile. Like this close up of one guy brutally doing in another – but there's no blood. Weird

WHAT YOU NEED TO KNOW
Forget your arcade conversions or sequels of existing hits, Koei has pulled out a historic feudal Japanese war game. In other words, plenty of strategy but no tanks or dropping napalm.

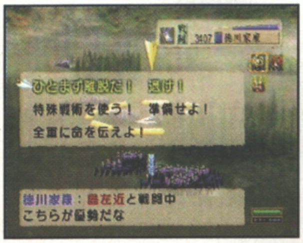
POINTLESS
The intro sequence may be impressive (if somewhat lengthy) and all the cut scenes leave your jaw scraping the floor, but it's the bit in between that falls short. Unfortunately, that bit in the middle is the actual game.

STRATEGIC WITHDRAWAL
Wargames aren't everyone's cup of blood, especially when you don't understand them and they're set in an era you couldn't care less about. Manipulating groups of units to fight your opponent is unrewarding (the battle graphics wouldn't have pushed a Mega Drive to its limits, let alone the PS2), and the cut scenes, which atmosphere to a Japanese speaker, just get in the way for the rest of us.

WORTH BUYING?
Absolutely not. Even if it was in English, I'd have my doubts. Only the CGI sequences make this stand out from an average PlayStation title.



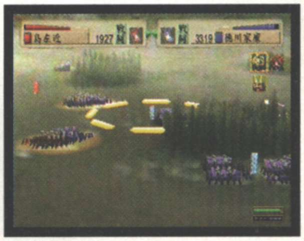
Guys on horses are all well and good, but they're nothing against guys with guns



ひとまず撤退だ！　退け！
特殊戦術を使う！　準備せよ！
全軍に命を伝えよ！

徳川家康：島左近と戦闘中
こちらが優勢だな

Even hardened wargamers shouldn't bother trying to get their heads around the text



Your lot are in the yellow circle – send 'em in and let them do the dirty work for you

Never before in a videogame has a horse's arse looked so much like a horse's arse

computer and video Games

★

IF YOU LIKE THIS TRY THESE...
C&C: Tiberian Sun (PC),
Battlezone (N64)

THE REST

We'll be looking at the two rhythm action games, *Stepping Selection* and *Drum Mania* in depth next month. *Mahjong Taikai Millennium League*? You'll need to speak Japanese fluently as the game is text-heavy, and you'll need to get excited about Mahjong. We can't do either, so we won't score it. *A-Train 6* is also largely unplayable thanks to reams of Japanese text. The two Shogi games simulate a popular Japanese game which we don't even want to understand, but they aren't visually amazing.

PS2 COMP WINNER

Andrew Nathanson, 19 from Middlesex

OUR THOUGHTS ON PS2

The Japanese launch games have been too few and a little underwhelming but that shouldn't cause undue concern. Nor should it come as a suprise to regular *CVG* readers – that's why in Issue 220 we invited you to write to your favourite developers urging them to deliver original, mind-blowing games so PS2 can reach its full potential.

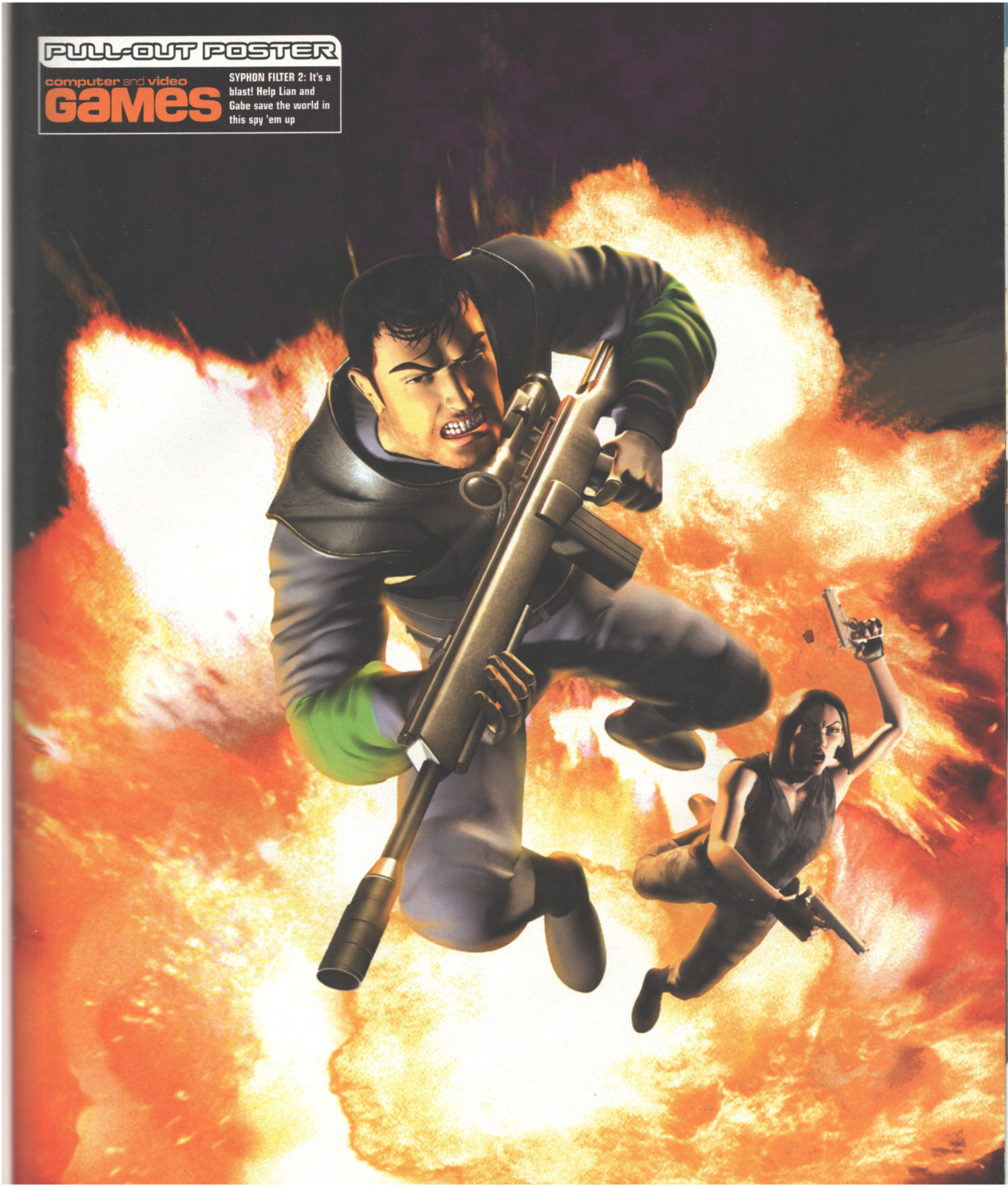
LAUGH? WE NEARLY BOUGHT MAHJONG
The good news is that the best is yet to come, and *Ridge Racer V*, *Street Fighter EX3* and *Fantavision* hint enticingly at what will be possible in the future. But this was the Japanese launch, so while we can laugh ourselves silly at Mahjong and Shogi, they weren't actually made with westerners in mind. *GT 2000* is looking incredible, and *Metal Gear 2* is rumbling in the distance. When this second wave of incredible software hits, you'll be glad of your import PS2.

THE VERDICT ON PS2
Powerful PS2 may be flavour of the month right now, but Dreamcast owners shouldn't despair – *Dead Or Alive 2* proves only a fool would write off Sega's console so soon. With X-Box unveiling some very tasty vital statistics and Dolphin not so far away, PS2 can't afford to rest on its shiny new laurels for long. Each new console tries to impress us with how much more powerful it is, but once the novelty wears off and the dust settles, the winner will be the next-gen console that has the most compelling, impressive and original games catalogue. All of which spells good news for players.

PULL-OUT POSTER

computer and video GAMES

SYPHON FILTER 2: It's a blast! Help Lian and Gabe save the world in this spy 'em up



NINTENDO64

NTSC VERSION

COST: **£39.99**

OUT: **SEPT**

MULTIPLAYER: **NO**

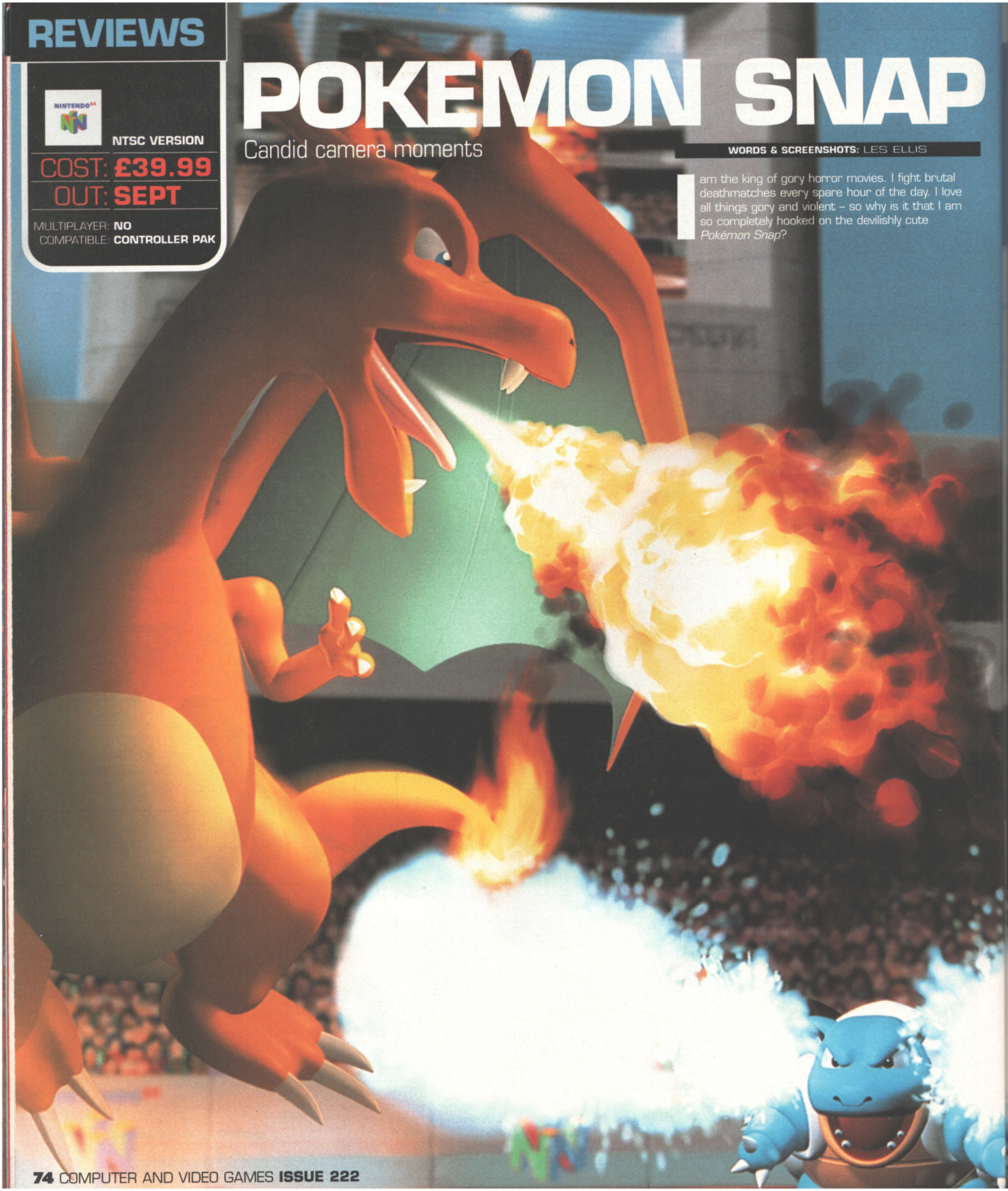
COMPATIBLE: **CONTROLLER PAK**

POKEMON SNAP

Candid camera moments

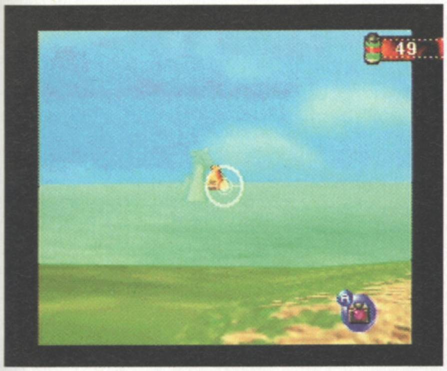
WORDS & SCREENSHOTS: LES ELLIS

I am the king of gory horror movies. I fight brutal deathmatches every spare hour of the day. I love all things gory and violent – so why is it that I am so completely hooked on the devilishly cute *Pokémon Snap*?

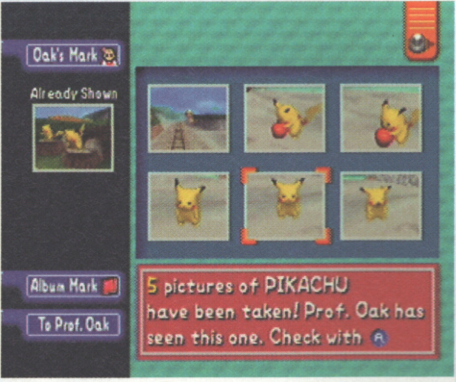


SO I CAN'T KILL ANYTHING

This is going to be a new kind of experience for most of you – in this game you don't have to kill anything or beat anyone to succeed. So what do you have to do?

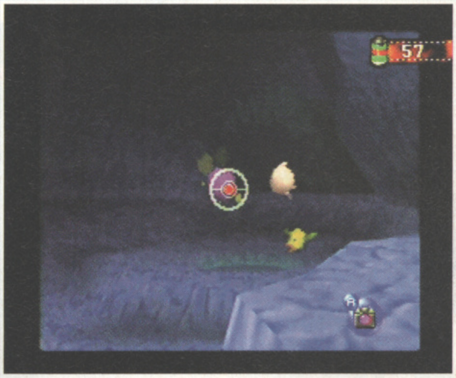


Travel around the island, taking your shots and keeping an eye out for those special PokaKodac moments



5 pictures of PIKACHU have been taken! Prof. Oak has seen this one. Check with A

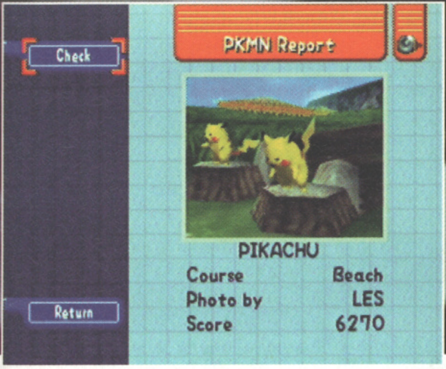
Flip through the film to choose which to show Professor Oak. Or use ones you took on a previous trip if necessary



The professor rates your pictures, scoring on technique as well as size and style. Good ones go in the report, bad ones are scrapped

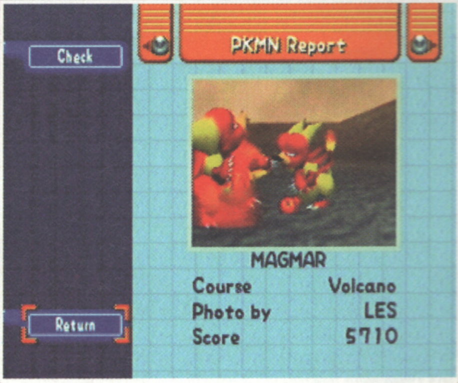
WHAT'S THE PERFECT SHOT?

Good photos make big points and here's a few pointers on how to take the best possible piccies of those elusive *Pokémon* freaks.



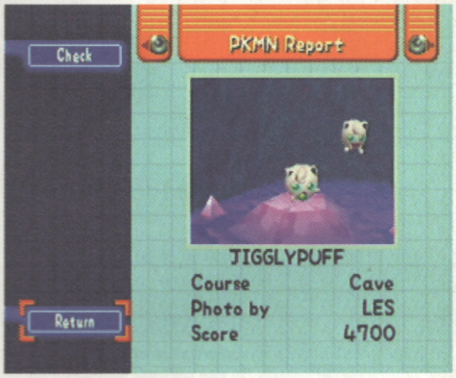
PIKACHU
Course Beach
Photo by LES
Score 6270

You need to be able to see your subject for starters. So, zoom in close and try and get the Pokémon in the centre of the picture



MAGMAR
Course Volcano
Photo by LES
Score 5710

Pokémon don't tend to hang around on their own – if they're with another Pokémon then snap 'em both for an extra bonus

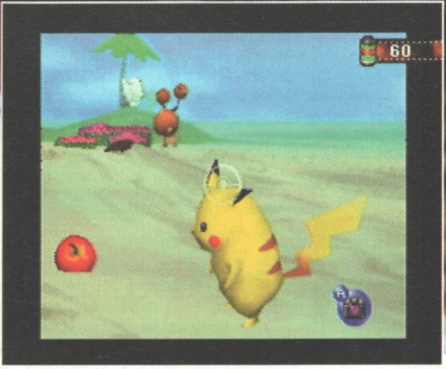


JIGGLYPUFF
Course Cave
Photo by LES
Score 4700

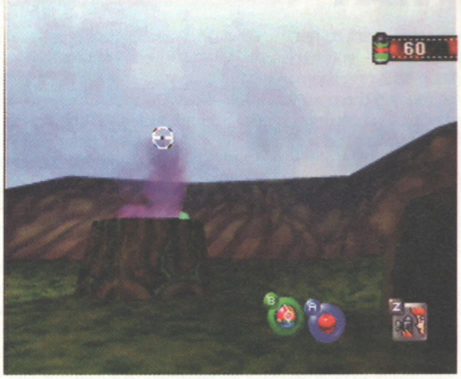
Get them posing their butts off and it's special bonus time for you. Here Jigglypuff is performing on stage, a special *Pokémon* moment

USE MORE THAN CAMERA SKILLS

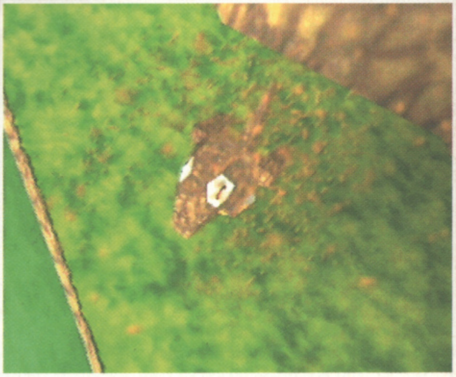
It takes more than a quick trigger finger to catch the best *Pokémon* moments. You'll have to master some nifty techniques to catch them off guard, for those extra points.



There's nothing Pokémon like more than a munch on an apple. Throw one and they come running, making it easy for you to capture an action shot



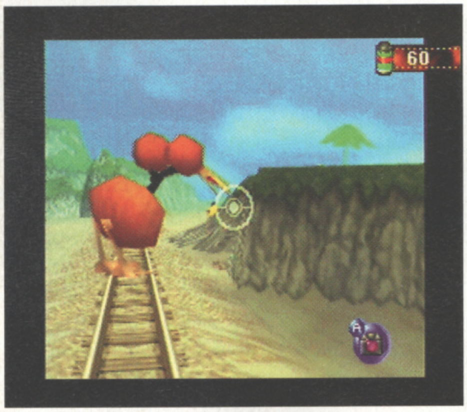
Think there's a Pokémon hiding? Just hit B to fire a Pester Ball to get them all excited and running about. Some Pokémon even turn into other Pokémon when you hit them, doubling their score



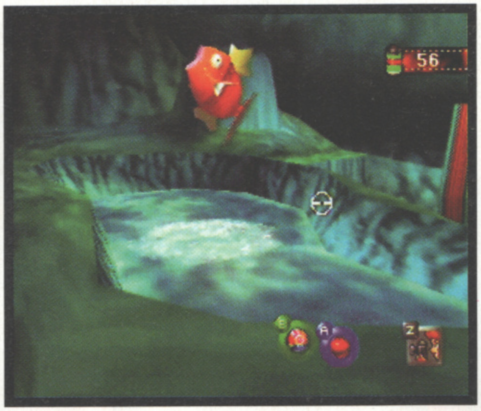
There are switches dotted around some of the levels. All you need to do is figure out how to hit them. Here Porygon got hit with a Pester Ball and dived on top of the switch, opening up a new stage

WHAT TO LOOK OUT FOR ON SAFARI

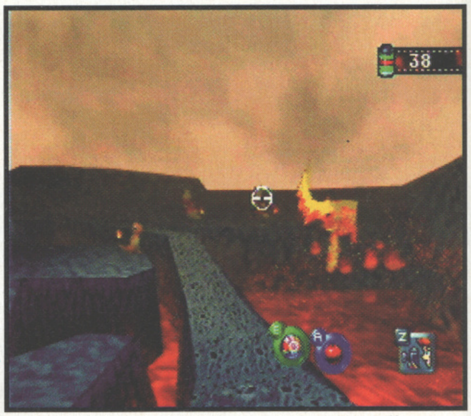
A Pokémon safari isn't just a straightforward drive in the country – those sneaky little buggers will do anything to avoid having their picture taken, so you'll have to be much more sneakier to catch them unawares.



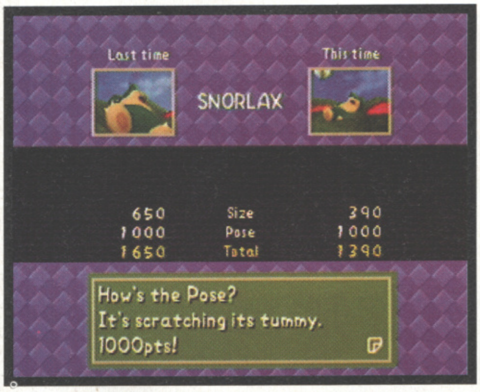
Don't expect them all to wait for you to take the perfect shot. Quick reactions will be needed to catch the *Pokémon* that like to burst from the side of the road – like this



Pools, holes and lava pits make excellent hiding places, so you may need to test them out with an apple or Pester Ball to see if anything is hiding there



Just like a *Mario* game, everything is there for a reason. If something looks out of place, throw an apple or Pester Ball at it and it may just turn into something more useful…

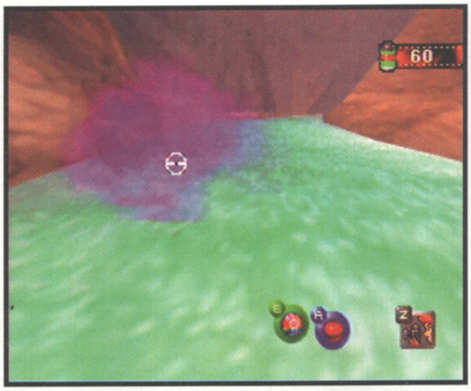


Last time SNORLAX This time

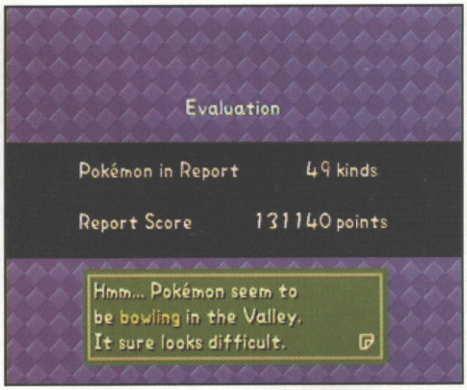
650	Size	390
1000	Pose	1000
1650	Total	1390

How's the Pose?
It's scratching its tummy.
1000pts!

Keep an eye out for good photo opportunities where you can up your score a bit. Occasionally the mad professor insists on more to get you further into the game



Even the course you're travelling on may hold certain surprises. Fire Pester Balls into the river and you never know who might make an appearance



Evaluation

Pokémon in Report 49 kinds

Report Score 131140 points

Hmm… Pokémon seem to
be bowling in the Valley.
It sure looks difficult.

Mad old Professor Oak tends to drop the odd clue here and there when you start to rack up the points. How you make use of this information is entirely up to you…

"Pokémon Snap is the puppy of videogaming"

WHAT WE THOUGHT

POKEMON PAST IT?
You'd have thought so by now. *Pokémon* is surely the most merchandised product since the film *Star Wars*. And just when you thought it was dying down, Nintendo fires it all up again. With the movie under its hat, it's concentrating on one of the most addictive *Pokémon* games yet – *Pokémon Snap*. And when it's been through the special Best Game Ever machine at Nintendo HQ, it comes out as one of the most unputdownable games the N64 has seen since *Mario*.

YOU'VE BEEN FRAMED
The whole idea of the game is very simple. You are driven along a route and have to take pictures of the various Pokémon strutting their stuff to rack up a score. Things really start to heat up after the first few levels – you need to pull off tricks such as luring them out of hiding places or feeding them so you can take a better picture, scoring more points. Get them in special poses with other Pokémon, and open up hidden routes to get new Pokémon. Just when you think you've cracked it and you're about to celebrate, up crops a new feature for you to tackle or a new challenge for you to attempt.

LOSING SLEEP
So why is it so damned addictive? For a start, it's just so adorably cute. *Pokémon Snap* is the puppy of videogaming: it plays, makes sweet noises and it's cute to look at – it does it all except crap on your carpet. There are also encouraging incentives like going back through previous levels to find that one extra *Pokémon* that will open up the next stage, especially if the mad professor chap gives you a clue or a device. And before you know it you end up talking like a true safari photographer: "If only I got that a little more central or caught that pose earlier…" etc, etc.

POKEMON ON TOP
So is the Pokémon phenomena going to stop? Not if *Snap* is anything to go by. The antics of Pikachu and his chums will keep you deliciously hooked until you find them all and get the best possible pictures – which could take ages. It's the kind of game that's aimed squarely at kids, will be loved by them, but will be loved just as much by parents who play it sneakily after their children have gone to bed. The UK version will be no different to this US cart, making it one of the games of the year and definitely one to look forward to.

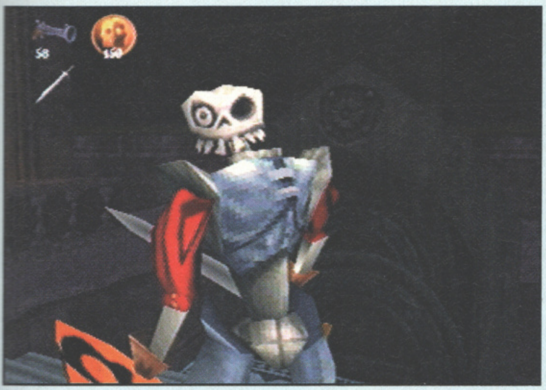
computer and video Games

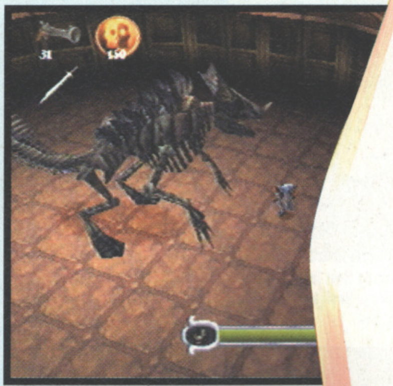
★★★★★

IF YOU LIKE THIS TRY THESE…
Pokémon Stadium (N64), *Dragon Warrior Monsters* (GB)

PlayStation

COST: **£39.99**
OUT: **APRIL**
MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/DUAL SHOCK/MEMORY CARD**





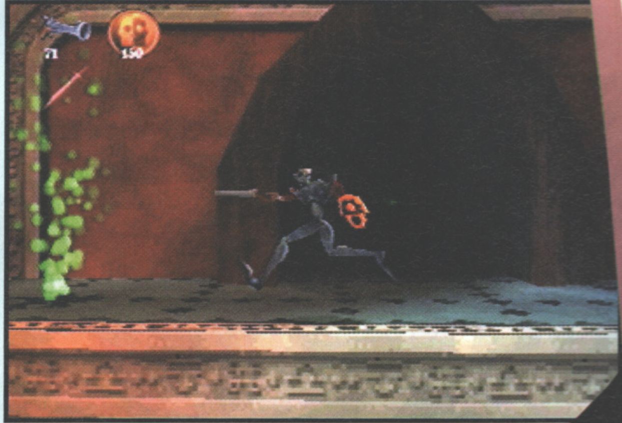
MEDIEVIL 2

WORDS & SCREENSHOTS: MAURA SUTTON

Old goofy-chops is back

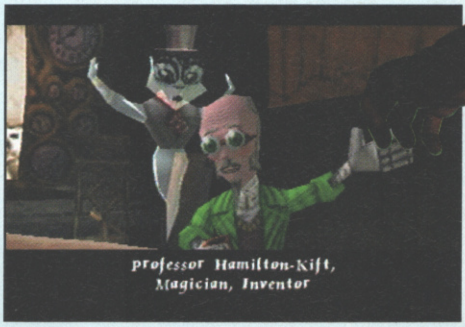
WHAT YOU NEED TO KNOW

Sir Daniel Fortesque is an unusual gaming hero. He's got a rack of teeth more prominent than a Bee Gee and runs with all the grace of a constipated ballerina. He's also dead. Despite such apparent limitations, Sir Daniel has already saved the world in one 3D-platforming adventure. Now he's been resurrected to sort out a spot of bother in 19th century London. Someone has got hold of the evil Sorcerer Zarok's spellbook and it's up to our bony champion to stop the magical mischief from spreading.



STIFF UPPER LIP

Medievil 2 has all the elements of a classic platformer. Quirky characters, lots of items to collect, puzzles to solve and ledges to jump across. The first game came with a few niggles like a frustrating combat and targeting system, but several tweaks have been made in the sequel to ensure a smoother gaming experience. The rather cumbersome inventory system has been refined. Now Sir Dan can switch between weapons without having to pause the game. He's also able to climb ladders, which opens up whole new avenues of exploration.

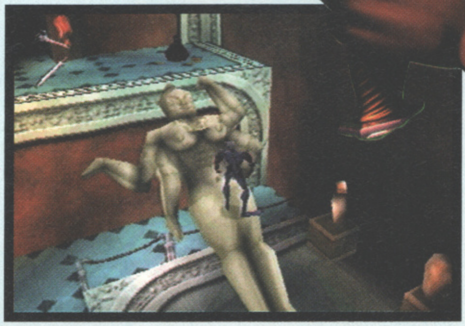


FEAR EFFECT

One thing that sets *Medievil 2* apart from the run-of-the-mill platform game is the dark nature of the humour on offer. While being nowhere near as frightening as *Resident Evil* or *Shadowman*, most of the characters and settings have a comically macabre quality. Sir Dan may look pretty menacing when he's lopping the heads off zombies with his sword, but his dopey comments are more Homer Simpson than dark avenger. It's a tricky mix, combining comedy and horror, but in this case it works.

WORTH PLAYING?

Overall, *Medievil 2* is loads of fun. The controls are smooth and easy to pick up, while the frustration level is kept to an absolute minimum. The bosses are quite hard to get to grips with at first and take some degree of thought to beat, while the puzzles are pitched at just the right level of difficulty. Platform fans will certainly enjoy exploring the streets of Victorian London with Sir Daniel and his kooky spooky friends.



computer and video Games

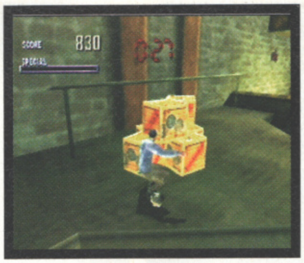
★★★★

IF YOU LIKE THIS TRY THESE...
Spyro The Dragon 2 (PS), *Rayman 2* (N64/DC), *40 Winks* (PS)

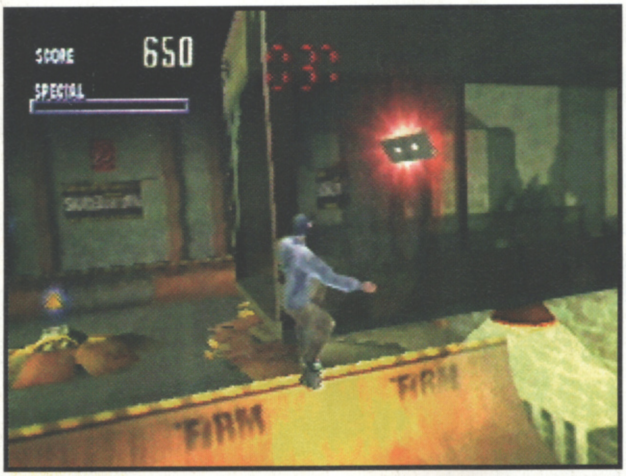
NINTENDO64

COST: £39.99
OUT: NOW

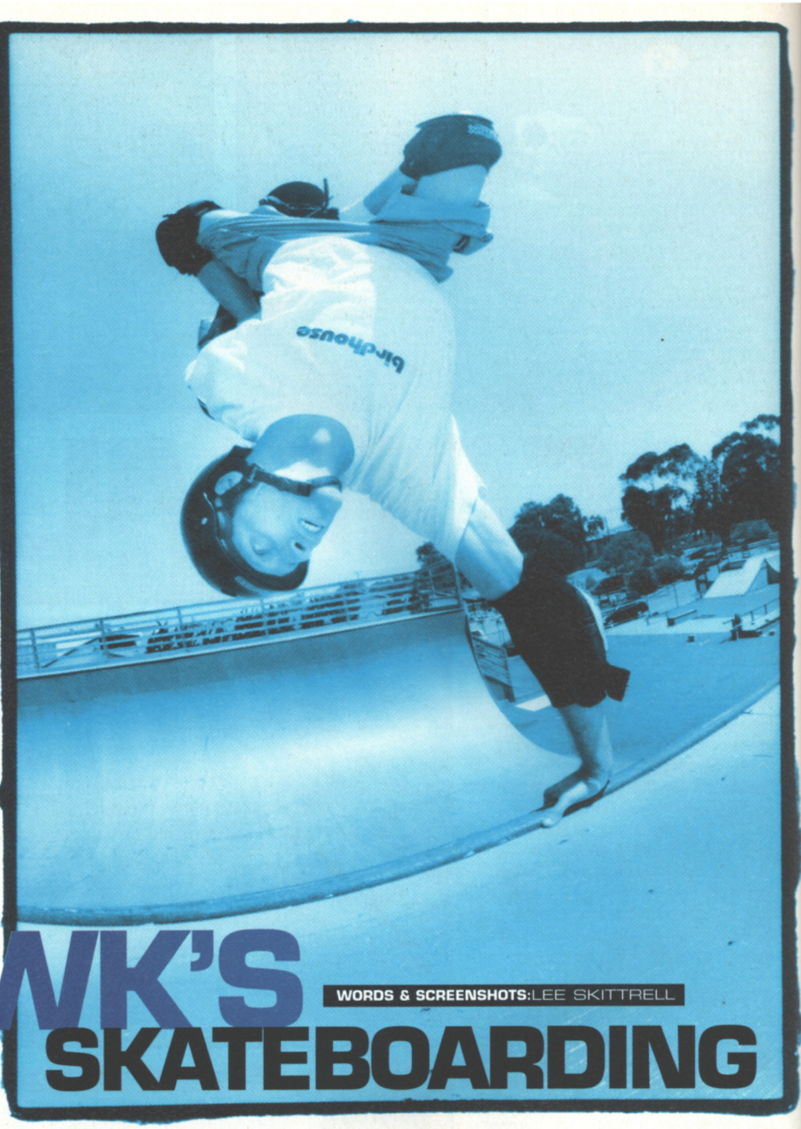
MULTIPLAYER: **1-2**
COMPATIBLE: **EXPANSION PAK/ RUMBLE PAK**



Smash all the crates on the first level to win a tape. More obstacles have to be crushed on later levels, too



Each arena has a secret tape, hidden away in an awkward place; it's your job to find them all



Nintendo 64 in cool game shocker…

TONY HAWK'S SKATEBOARDING

WORDS & SCREENSHOTS: LEE SKITTRELL

WHAT YOU NEED TO KNOW

The coolest game to appear on PlayStation last year makes it to N64. *Tony Hawk's Skateboarding* was a hit because it appealed to a wide audience and introduced many to the insane joys of phat air and skateboarding. The N64 version is a direct port from the PlayStation hit – complete with winning gameplay, cool choons and tricky challenges.

SCENES FROM A MALL

The crux of the game takes place in a variety of convincing – if stylised – real-life arenas. These range from cramped warehouses to the sprawling ramps and stairways of a local shopping mall. There are five tapes to win on each level and each tape requires you to skate tough enough to meet certain criteria. Destroying all the crates in one area will win you a tape, as will collecting the letters to spell out the word 'skate'. As you collect tapes, new levels and challenges are opened up.

TONY AND FRIENDS

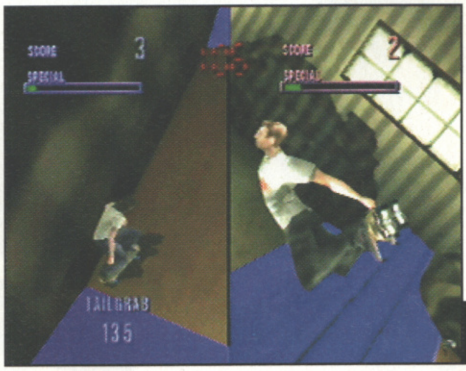
Along with Tony Hawk, you can choose to play as one of nine top-ranked skaters and try out their different trademark tricks and stunts. Points are scored for extraordinary moves, but pulling some of them off is a severe challenge. Some tapes can only be won by scoring points, so these are skills you'll have to master quick-time.

SKATE OR DIE

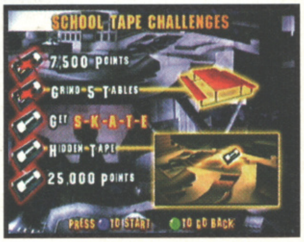
There's hardly any difference between the PlayStation version and this, though the N64 game is slightly slower and suffers from a little pop-up. The awesome music is provided by punk-funksters like the Dead Kennedys and Goldfinger. There's a good selection of two-player games on offer, where you try to out-trick each other rather than racing around the circuits.

WORTH PLAYING?

Gamers expecting added extras and different challenges from last year's PS game will be disappointed. The action is original, though, and there's a well-balanced learning curve. While there's loads of unlockable stuff to keep you playing, it's unlikely that anyone other than die-hard skate fans will see it through right to the very end.

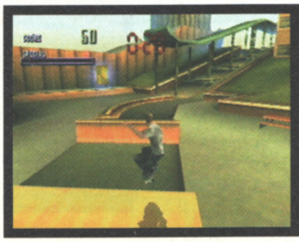


Out-trick a mate to win at two-player games. No points for bashing into each other, though



SCHOOL TAPE CHALLENGES
7,500 POINTS
GRIND 5 TABLES
GET S-K-A-T-E
HIDDEN TAPE
25,000 POINTS
PRESS TO START TO GO BACK

At the start of each area you get a briefing outlining the different tape challenges



Grab the glowing SKATE letters dotted around each area – some will require extraordinary tricks to reach

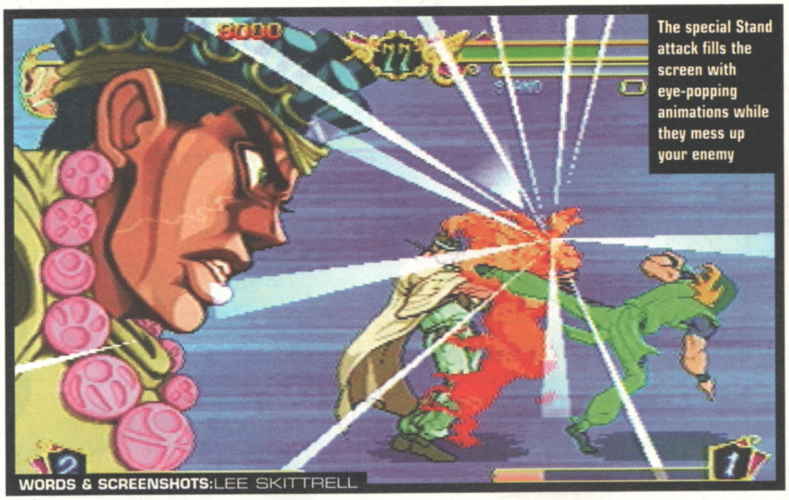
computer and video **Games**

★★★★

IF YOU LIKE THIS TRY THESE…
1080° Snowboarding (N64), *720* (GB)

COST: £39.99
OUT: NOW

MULTIPLAYER: **1-2**
COMPATIBLE: **MEMORY CARD**


The special Stand attack fills the screen with eye-popping animations while they mess up your enemy

WORDS & SCREENSHOTS: LEE SKITTRELL

JO-JO'S BIZARRE ADVENTURE

Mental 2D fighter lives up to its name

WHAT YOU NEED TO KNOW

For the uninitiated, *Jo-Jo's Bizarre Adventure* is based upon a hugely popular Japanese Manga series of the same name. The game focuses on the trials and adventures of a bunch of misfits called Stand Wielders, who have the power to control their inner psychic spirit in battle. It's a fast-paced, hardcore 2D fighter in *Street Fighter*-style, with an utterly bonkers story mode.

TAKE A STAND

The main difference between *Jo-Jo's Adventure* and the hoard of other 2D fighters out there is the Stand system. In battles, you can unleash your fighter's inner power – their Stand – to inflict severe psychic damage on your opponent. This adds a whole new tactical dimension to the action and, while initially confusing, really makes the game stand out from the crowd.

SOLID FUN

While the arcade and two-player modes provide solid, if fairly derivative, fighting fun, the story mode is where the game's bizarre qualities really shine. As you play you'll fight using different characters according to the events in the story. There are also a collection of mini-games and sub-sections in between the fights to add variety.

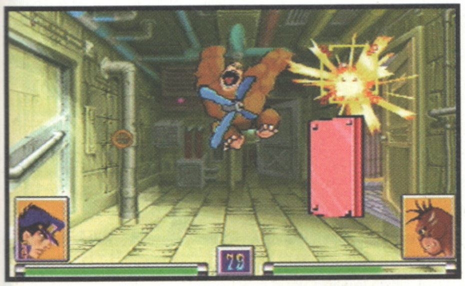
WORTH PLAYING?

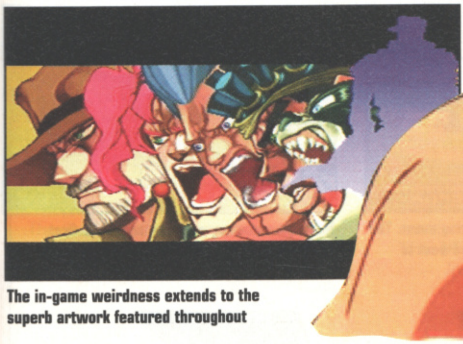
The problem with *Jo-Jo's Bizarre Adventure* is that not many gamers will know about the Manga series. Entering the Jo-Jo universe for the first time in the game is a baffling, but ultimately rewarding, experience. It's great fun but it's just going to prove too oddball for most gamers. A slightly faster-moving Dreamcast version is also available.

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
Street Fighter Alpha 3 (DC), *Psychic Force 2* (PS)


The monkey-smacking game in the story mode will have you howling, both with frustration and laughter


The in-game weirdness extends to the superb artwork featured throughout

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LONG TERM TESTS

TUROK RAGE WARS

FORMAT:	N64
COST	AROUND £35
MULTIPLAYER:	1-4
COMPATIBLE:	RUMBLE PAK/ EXPANSION PAK

YET ANOTHER TUROK GAME?
Of course it is, but this time it's a multiplayer/botmatch experience.

BUT I ALREADY OWN GOLDENEYE...
GoldenEye is good in multiplayer but even the best can get boring after a while. *Turok* is a fresh alternative with some cool characters, like the raptor, and fun weapons, including the inflator and chest-burster. But if you're really missing Bond, you can play with the *GoldenEye* controls.

BOTMATCHING? ISN'T THAT THE GAMES EQUIVALENT OF A NOVELTY CONDOM? – FUNNY FOR A SECOND BUT USELESS
Okay, some players will be turned off by the lack of plot but if you dig the botmatches and persevere you'll get more out of it. You'll have to play through *TRW* if you want to unlock all the best characters and weapons.

WHAT'S DEATHMATCHING WITH MATES LIKE, LONG-TERM?
Still fun – if you get bored with standard deathmatching there are some diverting variations that should keep you and your mates happy for weeks. Take sides for team battles, try the flag tag mode, or the hilarious frag tag mode, where one player turns into a monkey and everyone has to kill him. Top banana!

WORTH GETTING THEN?
If you're into multiplayer games without a storyline then you're well on the way to enjoying this. Loads of joypads – and friends that need a good virtual bashing – is also essential to get the best out of it.

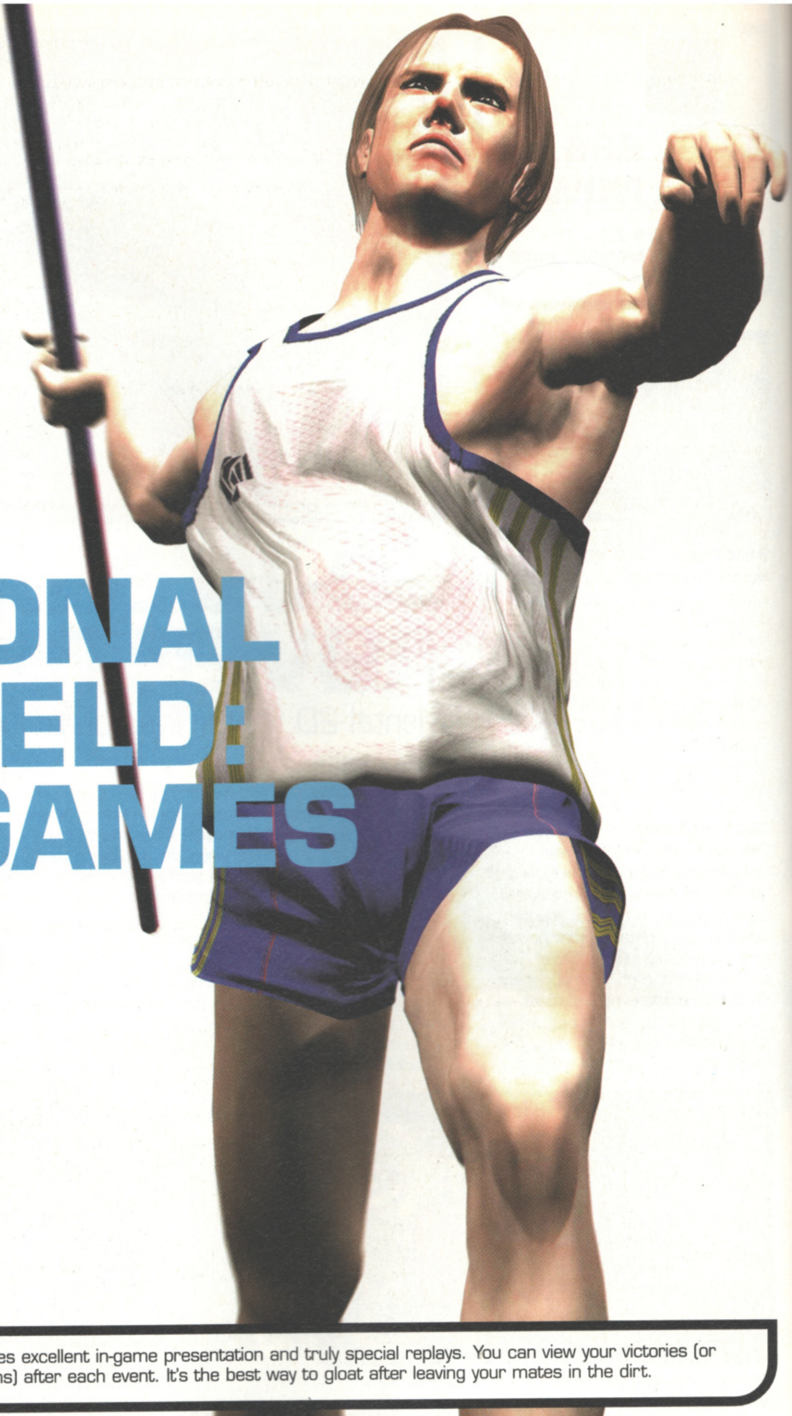
● **Long-term reviews are all done by readers**

TOM DENTITH, FLINTSHIRE

NINTENDO64

COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-4**
COMPATIBLE: **RUMBLE PAK, EXPANSION PAK**



INTERNATIONAL TRACK & FIELD: SUMMER GAMES

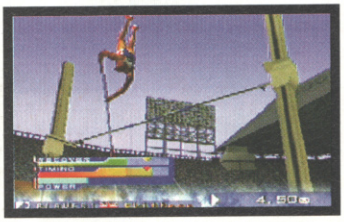
Keeping joypad manufacturers in business

WORDS & SCREENSHOTS: LEE SKITTRELL

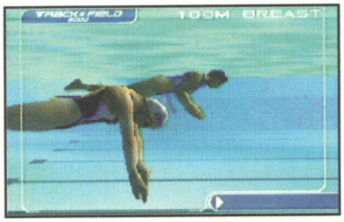
Anyone who's ever suggested gamers should spend less time in front of the TV and get some exercise has obviously never seen a *Track & Field* tournament in action – it's an experience guaranteed to leave you hot and sweaty. It's the best fun you can have with your mates – the ultimate in hardcore button-bashing. And now it's on your N64. But, as you'll have guessed from the name, it's not a straight conversion of PlayStation's recent *International Track & Field 2*. Cool events like the hurdles have been added while *ITF2*'s event equivalents of Eddie The Eagle have been ditched.

LET'S SEE THAT AGAIN

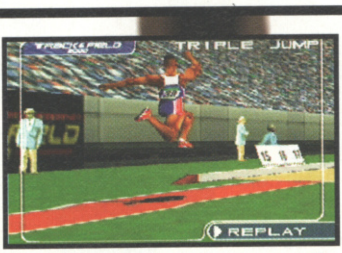
Summer Games features excellent in-game presentation and truly special replays. You can view your victories (or shame-faced humiliations) after each event. It's the best way to gloat after leaving your mates in the dirt.



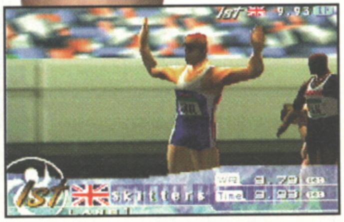
The vault is one of those button-combo events. Points are scored for style and landing so it's good to check out your technique with the replays



The 100m breast stroke looks great but you'll be too busy watching the stroke gauge in the corner of the screen. Watch in replay mode, instead



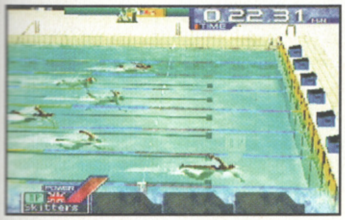
The triple jump is another tricky timing event. The replay mode lets you work out where best to start your leaping from



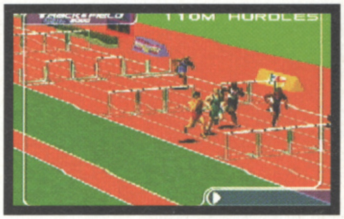
Make your country proud by coming in first place – excellent sequences congratulate you on your efforts

WRECKED PADS AHOY!

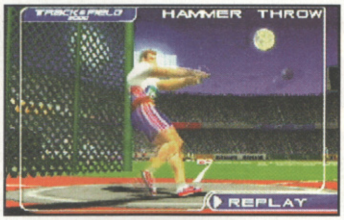
The original *Track & Field* set arcades alight with its unique button-bashing tests of stamina. The idea is simple: hammer away at the required buttons as fast as you can to be first across the line. Just like proper athletics, it's important to pace yourself when attempting the longer, more strenuous events.



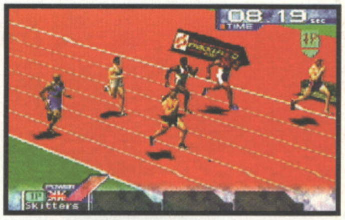
Get wet with square-shouldered ladies in the 100m freestyle event. Forget about rhythm and breath control – this is about who can swim two lengths the fastest



The hurdles event is just like the 100m dash but you have to time jumps while hammering at your pad. Muck it up and you'll lose precious time; get the rhythm right and the Gold medal will be yours



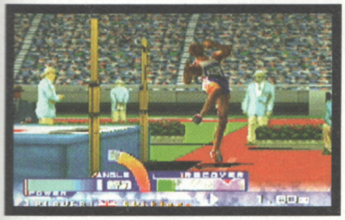
The hammer throw is pure evil and by far the trickiest event in the game. Rotate the stick as fast as is humanly possible to build up power, then time your button press perfectly to throw



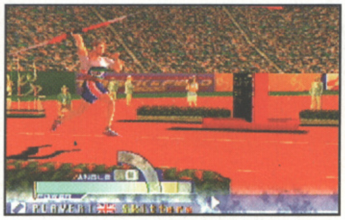
The classic button-bashing action of the 100m dash is faithfully recreated in full 3D, but you'll be too busy looking at your pad to notice the gorgeous visuals

BALANCING ACT

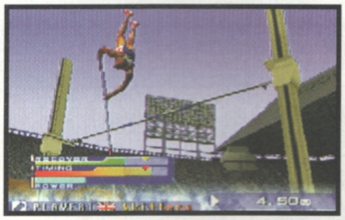
While manic button-bashing features heavily in *Track & Field*, many events test your armchair athletic skills even further. Events like the long jump and pole vault require you to pay special attention to power bars that appear at the bottom of the screen. These events are about getting the balance right between power and timing and are the hardest to master.



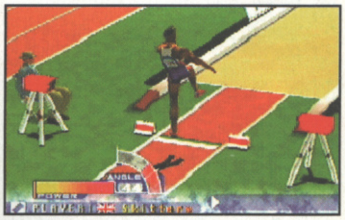
Set the height you want to jump then start running. As you reach the line, press and hold Jump to set the angle. Let go at around 45 degrees and see your sporty dude leap to glory



The javelin event is made even harder by the lack of a guide to tell you when best to throw. Trial and error is the best course of action but there'll be fouls aplenty before you suss it out



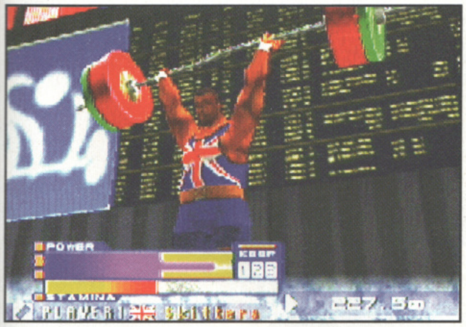
The pole vault is another tricky mix of running and timing button presses on the power meter. Flip your athlete's legs to clear the bar and the medals will start falling into your lap



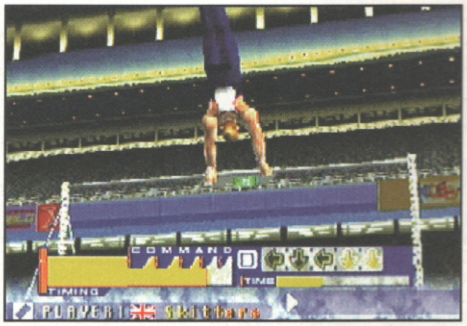
The angle of your leap in the long jump event is all-important. To stand a chance of qualifying you'll need to be spot-on but don't over-step the mark or you'll be disqualified

QUICK OFF THE MARK

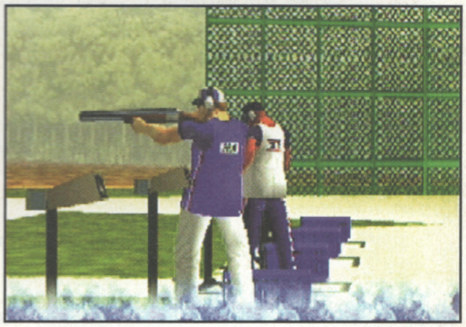
There are other challenges in *Track & Field*. Some events involve more complicated joypad manipulation than simple bashing. These rhythm-based events are a great change of pace and are incredibly satisfying to play. They are also some of the easiest events to become really good at.



Weight lifting seems really complex at first but persevere and you'll be lifting stupidly heavy amounts with relative ease. Grunting as your athlete lifts often helps, reckons Dan



The horizontal bar is a superb event for impressing mates. Press the buttons as they appear on screen and your athlete will swing and spin wildly, to the crowd's delight



The trap shooting is the weakest event of the lot, but it's still fun. Shoot the clay pigeons before they sink below the horizon. Score points for combos

WHAT WE THOUGHT

ON THE PODIUM

International Track & Field: Summer Games is a fantastic multiplayer game. The four-player action is up there with the mighty *GoldenEye*, and provides some of the most competitive and compelling gaming action around. The 'just-one-more-go' factor is there and the opportunity to beat your mates' records is irresistible.

PLAY TO WIN

As a single-player experience the game isn't quite in the same league as the multiplayer, but it's still great fun. By competing in the Championship mode you can unlock extra events to play, both in single and multiplayer. Beating all the world records will keep you busy for ages.

THE VERDICT

N64 *Track & Field* isn't one hundred per cent great: the control method can be awkward and there's no button configure mode to fix it. The mixture of events is better than the recent PlayStation game, but difficult events like the hammer throw and pole vault will really test your patience. These are only minor niggles though, and everything else about the game is so well done that they aren't huge problems.

computer and video
Games
★★★★★

IF YOU LIKE THIS TRY THESE...
International Track & Field 2 (PS)

COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-4**
COMPATIBLE: **EXPANSION/ CONTROLLER/ RUMBLE PAKS**

DAIKATANA

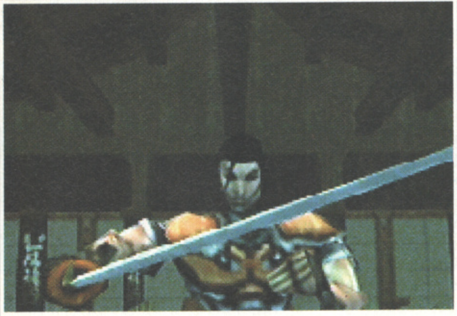
WORDS & SCREENSHOTS: PETER WALKER

N64 grabs *Daikatana* and stabs it in PC's back

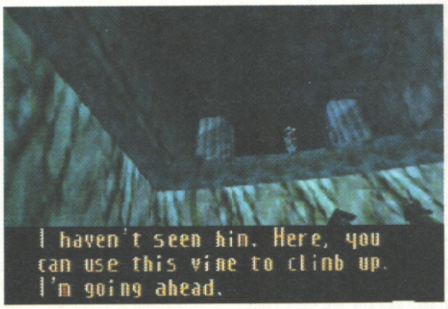
On the first day, god invented *Daikatana*, because he wanted a really killer first-person shooter for his PC. Though that was long, long ago and no one had ever actually seen it, everyone had faith in its amazing, near-mythical powers. So they waited and waited. And are still waiting for John Romero's Ion Storm team to finish tweaking and balancing the studio's first PC masterpiece. But while we weren't looking, they've only gone and snuck it out on N64 first.

WHAT'S THE STORY

Daikatana features possibly the longest (and most tedious) intro sequence ever – just short of 11 minutes long. What the plot boils down to is a power struggle between good and evil over a legendary sword that has time-warping capabilities. And guess who gets catapulted into different eras to save the world?

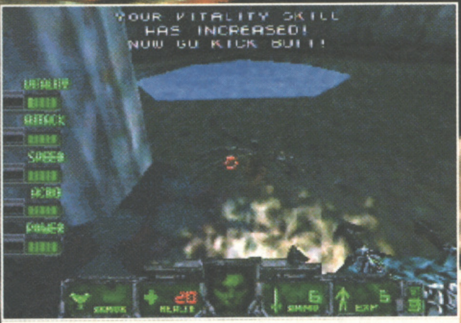


Get past the intro and you need to free a sassy broad and another prisoner, Superfly. Don't laugh at his cheesy name. Yours is Hiro



I haven't seen him. Here, you can use this vine to climb up. I'm going ahead.

Once you spring them both, they join your epic frag-fest, but only turn up at key storyline moments or if you need help, like here

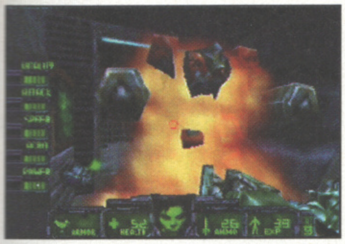


YOUR VITALITY SKILL HAS INCREASED! NOW GO KICK BUTT!

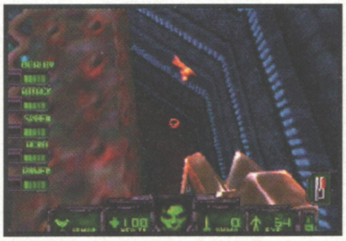
Enhancing your attributes (more vitality, acrobatics etc) is a cool idea, but has less than a dramatic impact on actual gameplay

GROOVY? NAH, JUST WELL WORN

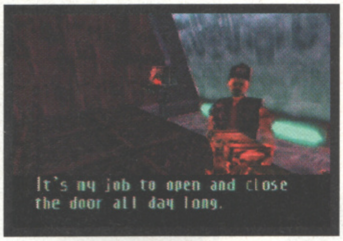
First-person shooter veterans will be all too familiar with the gameplay. Duck down corridors, find switches, hop through the odd laser trap or two and blast open secrets to find objects like keycards to progress.



You'll soon master the controls, and with health pick-ups, cruise whole levels first time, without falling prey to the less than smart baddies...

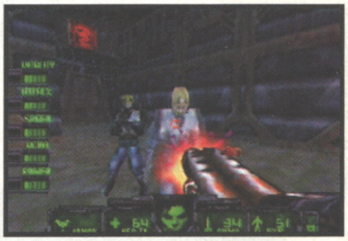


... till you stumble into the bottomless pit. Instant death here we come. Which is fine, but a lack of save game opportunities means hello frustration



It's my job to open and close the door all day long.

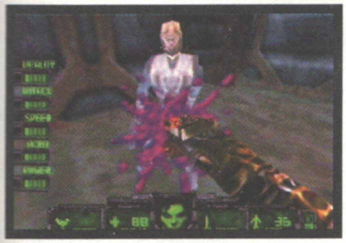
Daikatana has been idiot-proofed. Kill this civvie who's meant to open that sealed door and he'll magically reappear. Do him again for being a twat



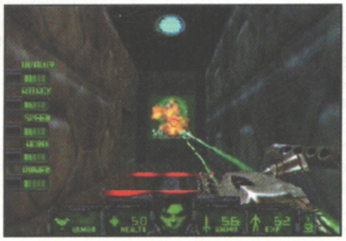
Besides killing everything, your objectives are mostly pretty obvious. Level layouts get more complex (trigger bridges and leg it to get across)

GUNS GUNS GUNS

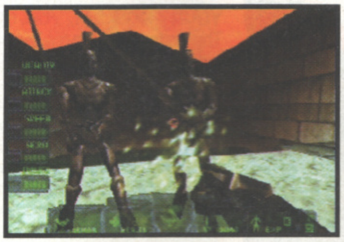
Daikatana boasts an impressive range of cool weapons themed around – and specific to – each of the four episodes. While some are ultimately a bit samey, the sheer number of killing tools is a real incentive to plough through the levels to find an even more disgustingly satisfying way to grind your enemies down.



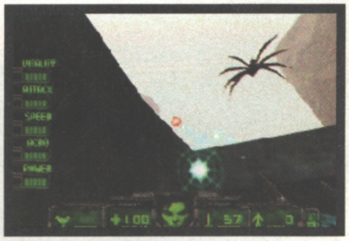
Some baddies go up with a satisfying boom. But, disappointingly, the blood-red gore of your humanoid victims is, in fact, sort of purplish



Variations on most of your favourite FPS tools of destruction are here, plus a few new ones. This little number is perfect for disarming this trap



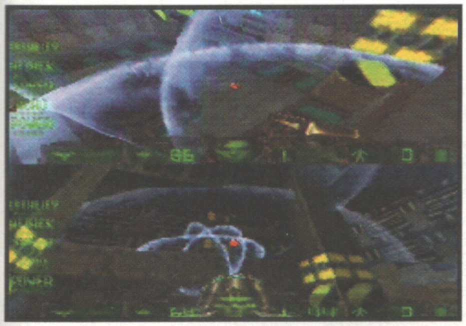
Each episode has a handful of weapons that function similarly, so you won't be constantly coming a cropper while you learn to adapt



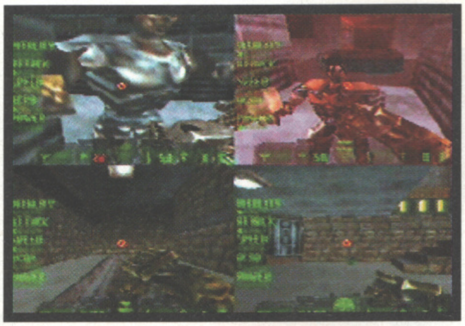
There's some cool recoil action to factor in – particularly near ledges – but master the strafe and jump buttons and the bad guys are toast

IN THE BLOOD-RED CORNER

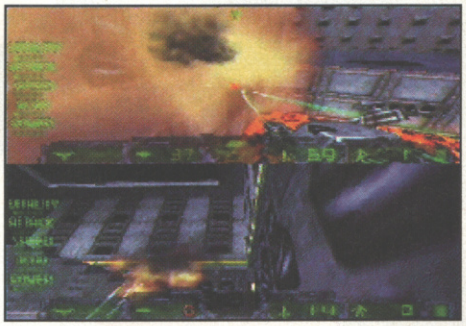
What self-respecting first-person shooter doesn't have a decent multiplayer mode, eh? The answer's probably *Daikatana*.



If you're thinking *Quake 2*, then you're wrong. The multiplayer levels we saw were too sprawling and uninspiring to be fun for long



A glorious dance of death between skilful warriors becomes two geezers standing still, pumping lead into each other, point blank



Weapon balance and damage levels seem suspect, too. Even close up, you can pump several rounds right into them before they die

WHAT WE THOUGHT

Converting *Daikatana* before the PC version even releases is a coup for N64. But PC players may get the last laugh. We've all been waiting so long for PC's version because Romero (who helped make the first *Quake* rock on PC) is fine-tuning it. He knows it's got to be something truly special to stand out next to *Quake 3* or *Half-Life*. The fact the N64 version is out before the lead version should set alarm bells ringing.

MEET THY DOOM

The themed episodes and weapons are a neat idea but the novelty soon wears off. Visually, *Daikatana*'s nothing special and the scenery and music of the first era feels like *Doom*. Even the humanoids look, move and die like their *Doom* counterparts, while other baddies resemble those in *Quake 2*. What's more, they're pish-easy to avoid and poorly placed (back to the predictable old days of enemies hiding right behind doors or getting stuck at the first low ceiling you duck under). Unforgivable. Nor are the puzzles puzzling – finding a keycard by shooting all the furniture on a level till you hit pay-dirt isn't clever. It's just boring.

SHARPEST KNIFE IN THE BOX?

No. *Daikatana* desperately tries to stand out from the crowd and if it had come out a couple of years back it might have stood a chance. But today it falls well short of original. It really has nothing much to offer that hasn't been done better before. The fun simply wears off too soon. Consolers might as well stick with *Quake 2*. PC players 'll die laughing.

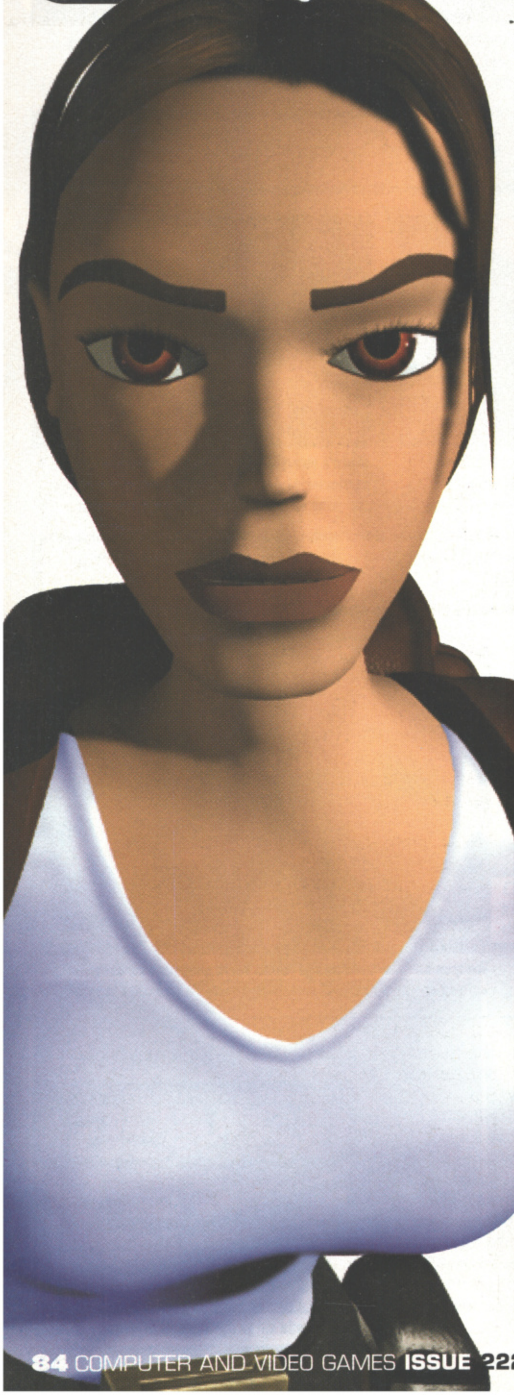
computer and video Games

★★★

IF YOU LIKE THIS TRY THESE... *Quake 2* (PS/N64/PC), *Half-Life* (PC and soon on DC)

Dreamcast

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/ MEMORY CARD**



TOMB RAIDER: THE LAST REVELATION

Lara does her thing for DC owners

WORDS:DEAN SCOTT **SCREENSHOTS:**VARIOUS

WHAT YOU NEED TO KNOW

Lara makes a belated return to Sega screens, melding engaging Indiana Jones-style action with a frustratingly cack-handed control system. It's like the PlayStation version of the same game, except the angular game graphics are resprayed with Dreamcast Pretty Paint.

NO SURPRISES

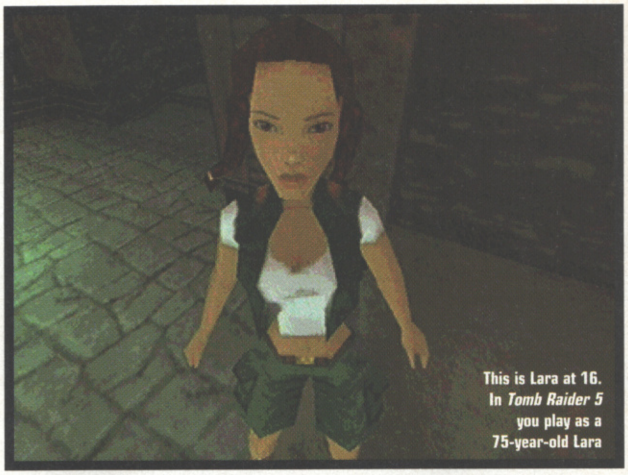
The Last Revelation is scarcely different to the other games in the series. If you've played them you know what to expect and Sega loyalists who've refused to succumb to the evil of the PlayStation will be gagging to play this. What you get is a game on an epic scale, with atmospheric settings and a nice mix of adventuring, puzzle-solving and killing. The DC analogue stick could have been put to good use, giving Lara *Zelda 64* levels of manoeuvrability, but instead she still steers like a boat.

YOUR PROBLEM, YOU SORT IT

The dodgy controls mean you usually avoid traps and make tough jumps by a process of trial and error. All too often, by the time you've reacted you're dead and you have time to reflect as the loading screen pops up. Again. Little flaws like this spoil the pace of the game, which has been cleverly designed to flow from level to level in the best way since the original *Tomb Raider*. You start by playing out a prologue to the series as a 16-year-old Lara, before getting stuck into the main course: saving mankind from the ancient Egyptian god Set, whom Lara has unwittingly unleashed upon us all.

WORTH PLAYING?

Once you've acclimatised to its limitations, *The Last Revelation* is an involving journey. It's not always fun, but there's always something worth seeing just around the corner. You're still better off checking out *Ocarina Of Time* for your adventuring fix, but if you buy this and put in the time, you're unlikely to be disappointed.

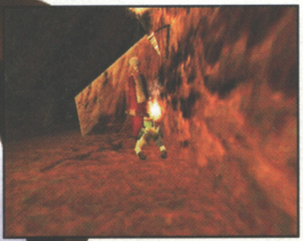


This is Lara at 16. In *Tomb Raider 5* you play as a 75-year-old Lara

computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Ocarina Of Time (N64) *Tomb Raider* (PS, PC)

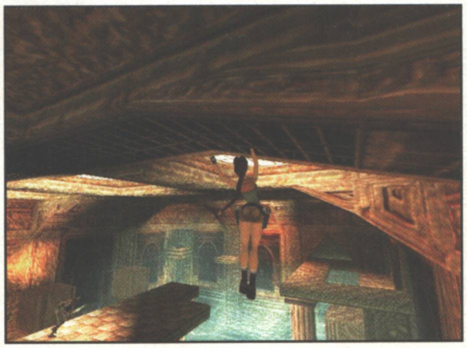


Lara [illegible]eful for any help the locals offer

Lara's pot habit often gets her into trouble

The toothpick vendor turns nasty

With all this adventuring, it's a wonder Lara's boyfriend doesn't leave



Options: Suffer own BO, fight baddie or drop into water

COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **NO**
COMPATIBLE: **MEMORY PAK/ EXPANSION PAK**

CASTLEVANIA: LEGACY OF DARKNESS

Come, let us return to the path of wickedness

WORDS & SCREENSHOTS: LEE SKITTRELL

WHAT YOU NEED TO KNOW

Castlevania: Legacy Of Darkness is a sequel of sorts to last year's N64 3D platform adventure. This time around the game starts eight years before Carrie and Reinhardt's first adventure. You begin the game as Cornell, a man-beast with the power to morph into a werewolf. After his village is burned by a group of vicious skellies, he sets off to take on Dracula's minions. Venture deeper and you unlock extra characters.

SECOND COMING

The first game was criticised for being overly frustrating, over too quick and over the top on the instant death front. In *Legacy Of Darkness* some of these issues have been addressed, but not all. The combat has been improved, making targeting baddies less sloppy than in the first game. The graphics have been improved, although they're still strangely muddy. The original atmosphere is intact and the sound is still superb. The biggest disappointment is that the one-mistake-and-you're-dead scenarios are still there, and controlling your character is still awkward.

Action view

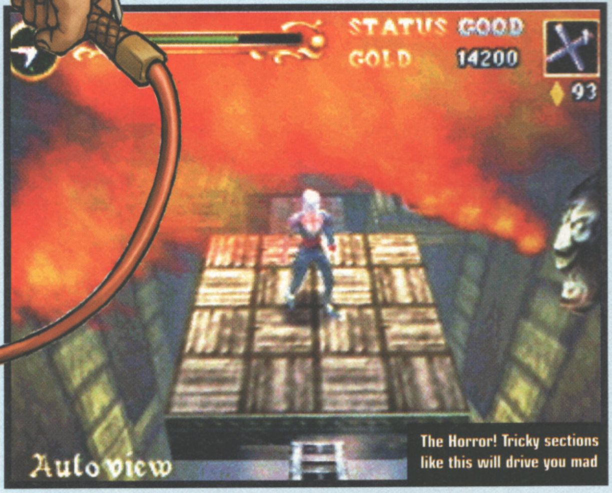
Action view

JUST LIKE BEFORE

Legacy is more of an extended special edition than a bone fide sequel featuring many characters and levels from the first game. The intention for any special edition or sequel should be to improve and work on all the bits that weren't so hot first time around. *Legacy* tries this but doesn't go far enough. Instead, all the frustrations of the first instalment remain, but this time in a bigger game.

WORTH PLAYING?

There's little here to recommend to anyone who bought the first game, although die-hard *Castlevania* fans may want to take a look. The 3D action isn't without its enjoyable moments though, and the game has shedloads of atmosphere. Shame that more of the creases weren't ironed out.



The Horror! Tricky sections like this will drive you mad

computer and video **Games**

★★★

IF YOU LIKE THIS TRY THESE...
Shadowman (N64/DC), *Soul Reaver* (PS/DC), *Symphony Of The Night* (PS)

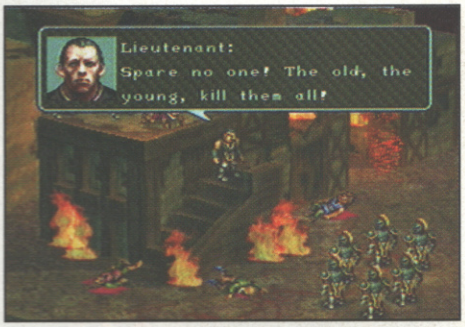
COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/ MEMORY CARD**

VANDAL HEARTS 2

WORDS & SCREENSHOTS: DEAN SCOTT

Videogame valium for insomniacs



Lieutenant:
Spare no one! The old, the young, kill them all!

WHAT YOU NEED TO KNOW

If you're the sort of weirdo who plays videogames in an attempt to torture yourself into a coma, then *Vandal Hearts 2* will be right up your mental hospital corridor. It's a strategy RPG which, in layman terms, means that someone decided that RPGs, on the whole, weren't tedious enough so made the battles twice as long and half as fun.

ANNOYING KIDS

You play a 13-year-old embarking on a ten-year adventure to save his kingdom, or something. Plot is all important to RPGs and this game plods along at a snail's pace, with the characters relating to each other in an extremely irritating way. From the off you really don't care if they live or die and the graphics wouldn't even strain a SuperNES.

WORTH PLAYING?

The fight sequences are like chess: you move players around on a gridded isometric battlefield, hitting, retreating, whatever. Each battle takes an absolute age to get through, and the enemy behaviour is difficult to predict – taking away the battle tactics element. *Final Fantasy Tactics* still reigns supreme in this sub genre.

computer and video **Games**

★★

IF YOU LIKE THIS TRY THESE...
Final Fantasy Tactics (PS), Chess

PC CD ROM

COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-8**
COMPATIBLE: **KEYS/MOUSE**

EVOLVA

Not-so-tactical shooter that grows on you. Literally

WORDS & SCREENSHOTS: PETER WALKER

WHAT YOU NEED TO KNOW

Blowing enemies into pieces is sick, but fun. Tactical shooter *Evolva* lets you eat the bloody chunks. Yum. But the maddest part is that in a genre dominated by first-person perspectives, *Evolva* plays in third-person.

PLOT WISE, PLOT WEARY

Alien invasion plots are tediously unoriginal, but *Evolva* tries a twist – you're an alien saving an alien planet from other aliens. Guide four genohunters through increasingly tactical missions to rid said planet from the vile spawn of a giant space-born monstrosity. Tailor your team for different roles using genes from the beasts they kill and consume to evolve new abilities – weapons, shields, speed.

CAMEMBERT CENTRAL

If cheese = weird dreams, then playing *Evolva* is like eating a Camembert factory. The landscape's one big organic art gallery dotted with surreal scenery and there's no spoken language, just gruesome shrieks set to thumping tunes. There's little time to gawp when you're being chased along tunnels filled with packs of vicious spiders and tick-inspired parasites, all beautifully animated.

ET MUST DIE

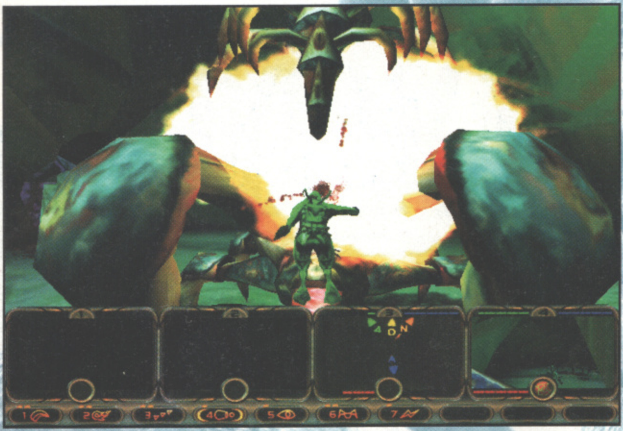
The third-person view works surprisingly well for such an action-oriented game. Watching your genohunters belching flames and spurting baby aliens is intensely satisfying. Direct control of one genohunter's easy and soon you're leaping enemies to attack at the 'tradesmans entrance' and skilfully judging missiles' trajectories.

MIXED FEELINGS

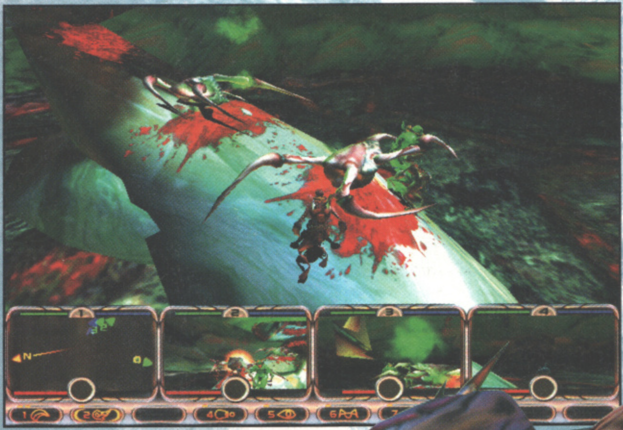
But *Evolva*'s much-vaunted AI fails to stand out and controlling your team is frustratingly restricted. They'll fight nearby aliens without your orders and, except for missions where your team starts to split, it's easier scouting and scrapping with one genohunter – only using the team for big packs of enemies, bosses and the odd ambush. So much for advanced tactics.

WORTH PLAYING?

A qualified yes. Balancing your team with different skills doesn't seem particularly essential for success, so *Evolva* plays much like other shooters. You can take your genohunters online – up to 32 in a game – but you must wait for a patch to play co-op. Despite wasted opportunities, *Evolva* is still mesmerising and compulsive if you want a heavy dose of bloody action and don't mind repetitive gameplay.



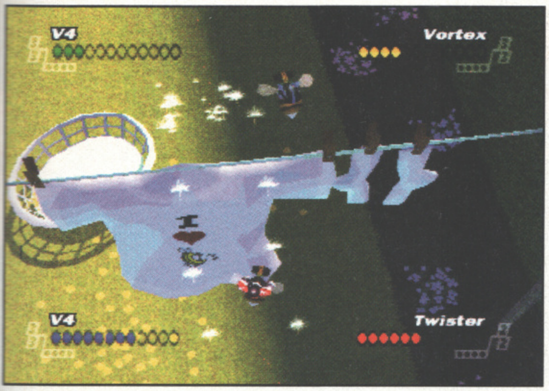
Bosses like this (above) are massive and have a choice of weapons

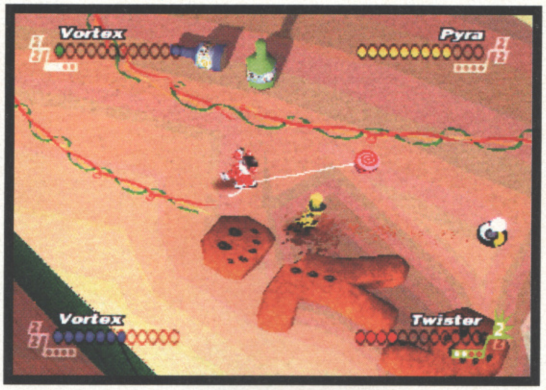


computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Rainbow Six (N64/PC/PS),
MDK2 (PC/DC)





COST: **£34.99**
OUT: **NOW**

MULTIPLAYER: **1-8**
COMPATIBLE: **JOYPAD/DUAL SHOCK/ MULTITAPS/ MEMORY CARD**

MICRO MANIACS

WORDS & SCREENSHOTS: DEAN SCOTT

Played *Micro Machines V3* to death? Get this

WHAT YOU NEED TO KNOW

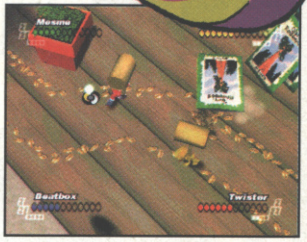
Micro Machines is rightly hailed as a multiplayer classic. *Micro Maniacs* continues the series, but features inch-high mutants as racers instead of shrunken vehicles. The real-world locations that make up the raceways still enthrall with their sheer genius. You can sprint around in a bedsit, dodging empty beer cans and fag butts, ride on the back of a bumble bee through the garden and skateboard through the guttering on a house.

MULTIPLAYER MAGIC

In single-player mode, *Micro Maniacs* is a forgettable experience, but winning the races here unlocks new tracks and hidden characters for you to explore in the fabulous multiplayer mode. Eight mutated freaks are selectable initially, and each has different weapons that they can use. This can cause some whinging in multiplayer, as in the previous games everyone had access to the same power-ups. But there's still that buzz of competition, and the thrill of stitching your mates up. What more do you need?

TAKE A RUNNING JUMP

Interesting as the new characters are, initially you pine for the cars, boats and tanks that made the series famous. You soon get used to the new dudes, and their different speed and handling characteristics allow for slightly different course styles. The tight turns on the awesome model railway-based course couldn't work with cars, and a greater emphasis is placed on hurdling obstacles.



***V3*'s hammers make a welcome comeback**

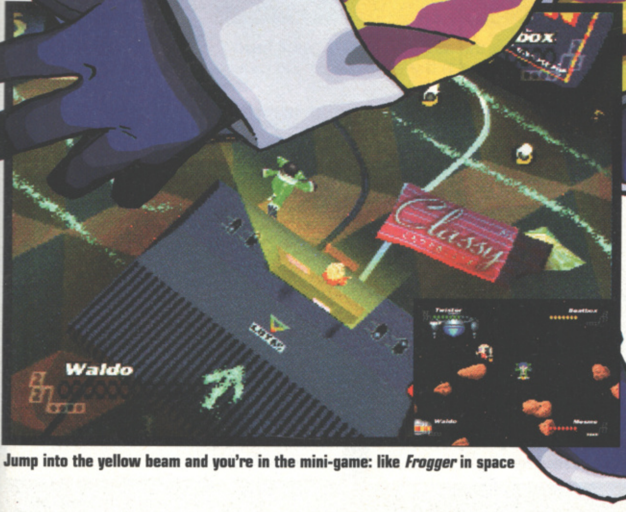
WORTH PLAYING?

Four players clustered around a TV screen, racing on a *Micro Machines* game, is one of the most hilarious and downright fun experiences in gaming. It's certainly as good as the predecessors, but is basically more of the same. *Micro Machines* veterans should snap it up as a new challenge, but newcomers to the series could just as safely check out *Micro Machines V3* on Platinum.

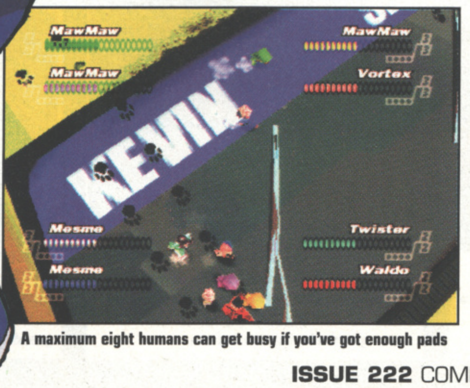
computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Micro Machines (N64/PS), *Mario Kart 64* (N64), *Super Bomberman* (SNES)



Jump into the yellow beam and you're in the mini-game: like *Frogger* in space



A maximum eight humans can get busy if you've got enough pads

PC CD ROM

COST: **£34.99**

OUT: **NOW**

MULTIPLAYER: **NO**
COMPATIBLE: **KEYBOARD/ MOUSE**

COMPETITION

Five copies of this light-fingered PC delight are up for grabs. Just answer this simple question. If you get caught stealing in parts of the Middle East they'll cut off your:

A/Pocket money allowance
B/Todger
C/Hand

Send your answer marked "I'm a Thief Too Compo" to our usual address.

WORDS & SCREENSHOTS: LEE SKITTRELL

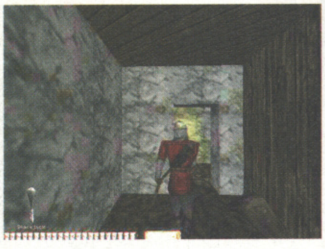
THIEF 2: THE METAL AGE

You gotta pick a pocket or two, boys…

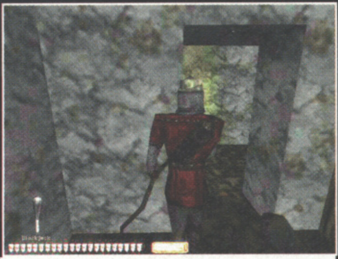
Videogames have always let us do things we wouldn't normally dream of doing in real life. We can slaughter our mates in *Quake 3* deathmatches, or have a bash at ram-raiding in *Grand Theft Auto*. Now, courtesy of the *Thief* games, you can get all light-fingered as you ransack a whole town. *Thief 2* takes all the best bits of the first game – the varied levels, stunning atmosphere and sneaky stealing, while ditching the parts that weren't so popular – battling the undead in graveyard crypts. You play Garrett, super-sneaker and renowned thief, whose town has entered a more prosperous era than in the first game, with magic and technology co-existing.

VICIOUS SNEAK-THIEF

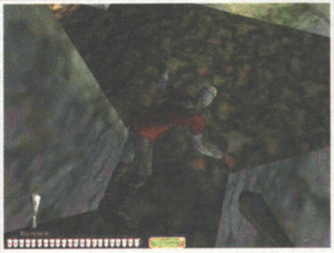
Not being caught is the key to success for any thief, and it's the same in *Thief 2*. You'll need to close doors behind you so guards aren't alerted, and you'll do a great deal of hiding in the shadows as you ransack the levels. Stealth is also required when dealing with the sentries on duty.



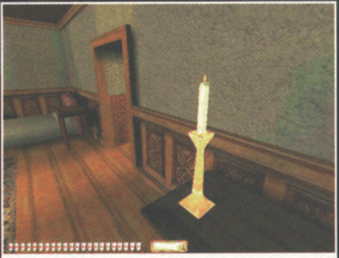
Early in the game you'll learn how to take out guards with the minimum of fuss. Enemies often patrol vital routes so getting to grips with stealthy attacks is a must



With the Blackjack in hand, Garrett closes in. The Blackjack is the best weapon for taking out foes as it stuns them silently, but you can't use it on a guard who has spotted you



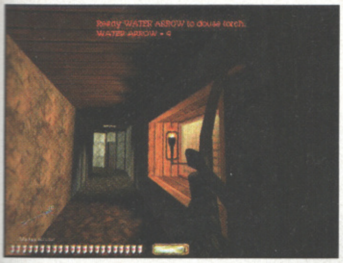
With one swift motion the bad guy crumples, leaving it safe for you to continue. Don't stop to admire your work too long though, as other guards are always roaming



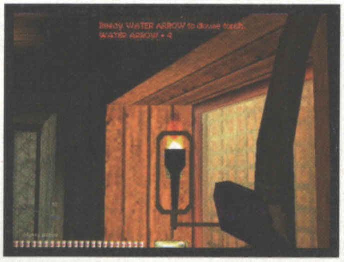
With the guard out for the count, Garrett can continue to pilfer the goodies scattered about. These candlesticks should fetch a handsome sum at the local pawn shop

TRICKS OF THE TRADE

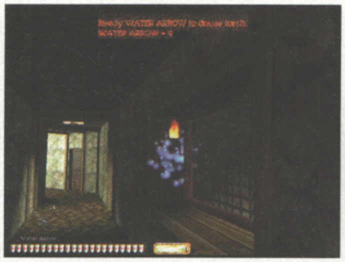
As you loot the various environments in your quest, you can pull off some satisfyingly sneaky tricks. Objects and items to help you out-smart the enemies can be found and purchased. Garrett even has a mechanical eye that you can throw ahead to scout the area.



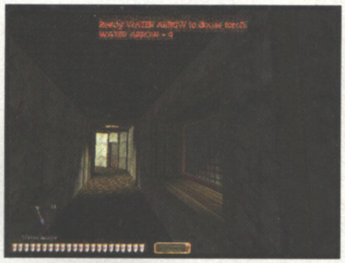
Two guards sit in the room on the left. The corridor is too bright for you to sneak past their window…



Ready your water arrows and aim for the burning torch. Make sure you stay hidden in the shadows



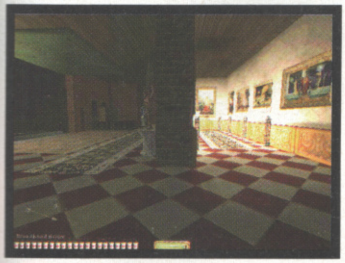
The lights go out and the guards argue about who will relight the torch. But, fortunately…



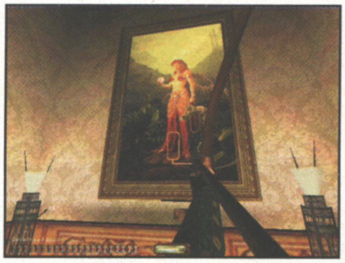
…the lazy sods didn't bother, so the corridor is dark enough for you to proceed

A FALSE EYE AND A KEEN MIND

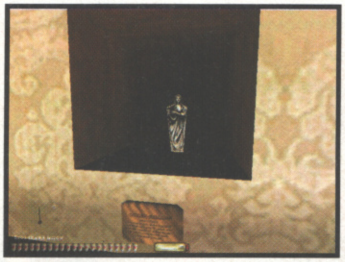
In addition to the sneaking and looting, *Thief 2* asks you to solve puzzles to progress. Letters and plaques are dotted about the levels, each with clues and hints as to possible secrets nearby – you just have to spot them…



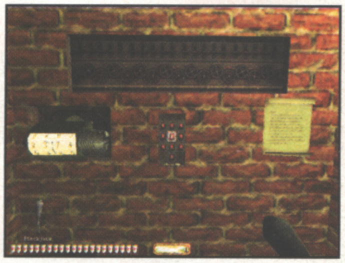
The gem at the bottom of the screen glows brighter the more at risk you are of being seen



The plaque beneath the picture hints at a secret compartment. Arrows at the ready…



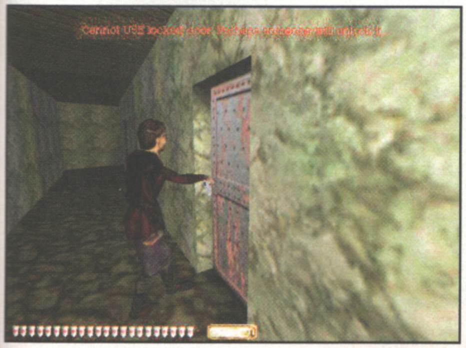
Shoot the crystal ball and step back to see your prize. Cool trinkets are hidden everywhere



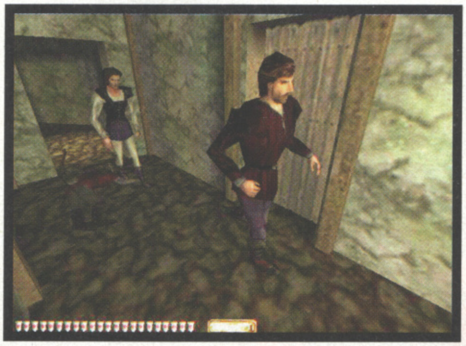
This locker puzzle requires you to enter the right four-digit number. Read the letter for a clue…

YOU'VE BEEN FRAMED

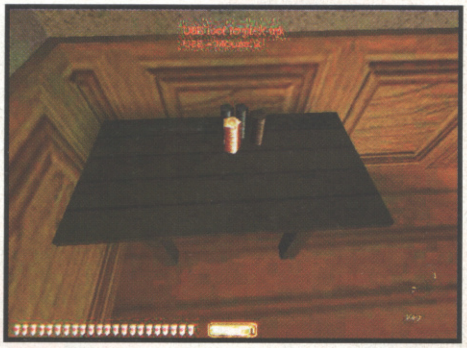
The 15 missions in *Thief 2* are as thrilling as they are tricky, each one offering a new challenge. During the course of the story Garrett gets involved with late-night raids, rescuing prisoners, kidnapping key characters and even trying to frame others for crimes they didn't commit.



You'll need this guy's help to open a sealed chamber and rescue a damsel. Make sure his path is clear before you give the signal



The animation and voice-acting for your co-conspirators really adds to the atmosphere of *Thief 2*



Though you should stay focused on the mission objectives, always be on the lookout for lovely loot

WHAT WE THOUGHT

SNEAKERS ON

The first *Thief* game shocked a lot of players by actively encouraging you to avoid conflict wherever possible. Many *Quake*-loving fragsters were left cold by the lack of gore flying around the screen. *Thief 2* does nothing to address this, but is just as exciting. The thrill lies in fooling enemies and getting the job done without the guards ever knowing you were there.

SMART AND CUNNING

The superb missions and level design add to the realistic feel of the game, but it's the shockingly high intelligence of the enemies that will have you believing in *Thief 2*'s dark world. Peeking round corners and listening out for bored guards chatting to each other really sucks you into the game-world, because you know that once you're spotted they'll relentlessly hunt you down.

VERDICT IS IN

Thief 2 is an outstanding game and proves there's a lot more to first-person action games than simple killing. The stealth-based action may frustrate players who want to see more gibs scattered about the levels, but gamers looking for an immensely satisfying, more cerebral experience should blag themselves a copy of *Thief 2* straight away.

computer and video Games

★★★★★

IF YOU LIKE THIS TRY THESE…
Commandos (PC), *Metal Gear Solid* (PS/GB)

NINTENDO64

COST: **£39.99**
OUT: **MAY**

MULTIPLAYER: **1-4**
COMPATIBLE: **MEMORY PAK/JOLT PAK**

OPERATION WINBACK

Metal Gear on the N64?

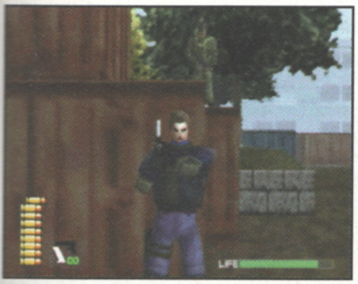
WORDS & SCREENSHOTS: LES ELLIS

What can't Dreamcast and N64 do that PlayStation and Game Boy can? The answer is simple: *Metal Gear Solid*. Till today. It may not be an official *MGS* game, but *Operation Winback* is so stealth-based it could sneak up and tweak your nose – and no-one saw it coming.

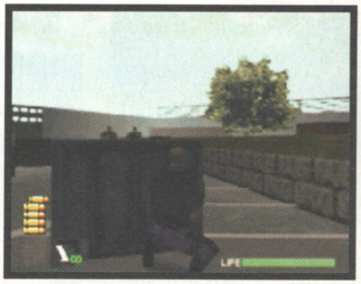
DISTANCE 1:30 METER

A WEALTH OF STEALTH

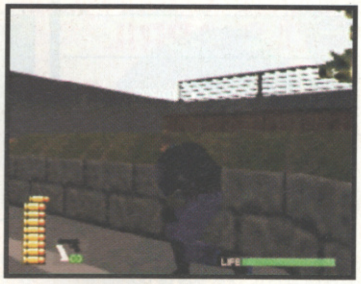
Okay, you don't have a *MGS*-type radar to see a guard's line of sight, and firing off shotguns is hardly quiet tactics, but *Winback* still needs you to use your brain before your trigger finger.



The classic 'back against wall, inch along, twist round corner to loose off a few rounds, spin back' move



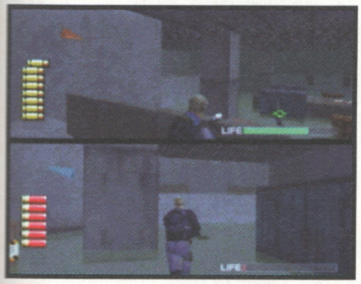
Duck down behind crates, barrels or walls, pop up to show the terrorists some lead, then duck again



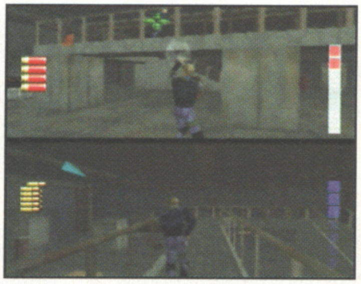
Holding your head high will get it blown off. Crouch and run like hell when you cross open spaces

DEATHMATCH MADNESS

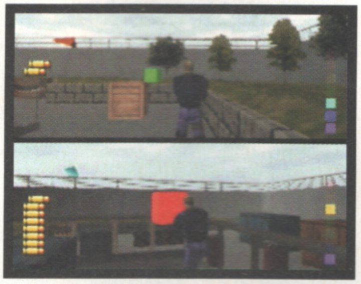
Flawed in one-player, *Winback* more than makes up for it with some supreme deathmatch two-, three- or four-player nastiness.



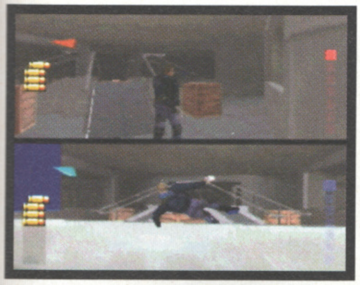
Deathmatch: Give as good as you get – just give first



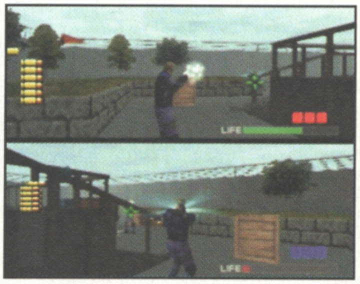
Lethal Tag: Pick up the white cube and run like hell



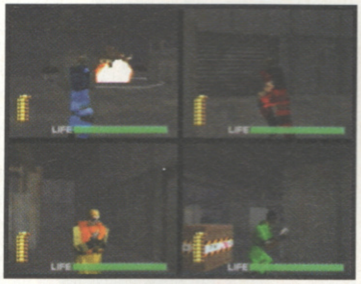
In the cube hunt fire off to stop anyone getting them



Quick Draw: Shoot the coloured cubes in order



Team battle: Like deathmatch but with teams of three



The action is intense in these well designed arenas

WHAT WE THOUGHT

METAL GEAR GAMBLE

Operation Winback wants to be *Metal Gear Solid* so badly it could be had up for stalking the PlayStation classic. But however much it may want to be, it isn't. This is almost a pity, because as N64 games go, it's a good 'un. Sadly, people will be put off by the 'not as good as *Metal Gear*' tag. But since *Perfect Dark*'s still ages off, *Winback* steps in as the perfect stop-gap. It's tough, it's challenging and it offers unique N64 gameplay.

HEALTHY TO BE STEALTHY

The terrorists aren't as clever as *Metal Gear*'s – they seem to be partial to standing still when shot rather than trying to shoot whoever is having a go at them, and their sense of hearing is worse than my nan's. You can happily blaze away and the guys in the distance take no notice until you get to their little kill zone. Makes for some fun moments, though, as you try to get as close as possible to someone before introducing your shotgun to their head. We laughed, anyway. And with no line of sight to take advantage of, the hide-and-seek action can become a bit repetitive.

PARTING SHOT

Usually, dumb-ass guards and same-again action would be enough to have *Winback* assassinated in the ratings, but with the intense and unique (for N64) gameplay, you don't notice as you're desperately trying to survive the huge levels. The storyline isn't as immersive as *Metal Gear* or *GoldenEye*, but *Winback* is no five-minute blast. This is a pure gameplay experience and despite the lack of Expansion Pak support it still looks the business. If you want the closest thing the N64 has to *Metal Gear Solid*, then this stealth 'em up is it.

computer and video **Games**

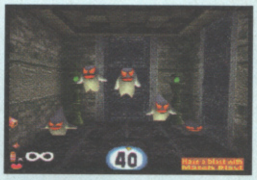
★★★★

IF YOU LIKE THIS TRY THESE...

GoldenEye 007 (N64), *Metal Gear Solid* (PS), *Thief* (PC)

GHOUL PANIC

FORMAT: PLAYSTATION
PRICE: £29.99
OUT: NOW



Kinda cutesy... kill them now

NEED TO KNOW

Gun games came of age with Namco's fun classic *Point Blank*. *Ghoul Panic* takes that game and throws ghosts, bats and general spookiness into the mix.

WORTH PLAYING?

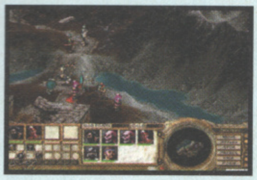
Ghoul Panic is like *Point Blank* crossed with *House Of The Dead*. Parents needn't worry, though. Like *Point Blank*, the action is comical rather than scary.

computer and video **Games**

★★★

INVICTUS

FORMAT: PC CD-ROM
PRICE: £39.99
OUT: NOW



Gorgeous graphics and fun action

NEED TO KNOW

Journey to a mythical realm inspired by Greek and Roman myths and legends. Be a hero and restore order to a post-war world. It's a real-time strategy bonanza, with an RPG tinge.

WORTH PLAYING?

Invictus is a welcome change in direction to the RTS genre and the mythological setting is great fun. Well worth playing.

computer and video **Games**

★★★★

MUPPET RACE MANIA

FORMAT: PLAYSTATION
PRICE: £39.99
OUT: NOW

Muppets: good. Muppet racing: bad

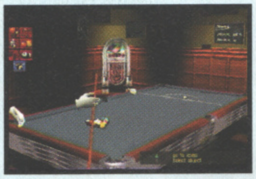
NEED TO KNOW
Your favourite characters in crazy vehicles, racing around madcap locations. *Mario Kart* with muppets – minus the flair.
WORTH PLAYING?
The allure of playing as Kermit and co is strong, but the gameplay is lacking, controls sloppy and courses too confusing. However, it looks great and has some funny scenes.

computer and video GAMES

★★

JIMMY WHITE'S 2: CUEBALL

FORMAT: PLAYSTATION
PRICE: £39.99
OUT: NOW



Shame there's no virtual landlady...

NEED TO KNOW
Play snooker and pool in a virtual pub, complete with dartboard and jukebox. Fairly sim-based. Cueball isn't one to try after a skinful.
WORTH PLAYING?
Loads of options and stats to get to grips with. Great fun once you've got it sussed but not a great deal here for anyone not snooker-loopy.

computer and video GAMES

★★★

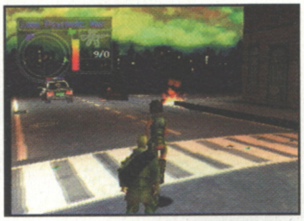
URBAN CHAOS

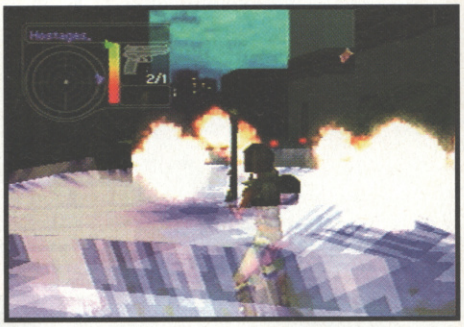
PlayStation stalks the urban jungle

WORDS & SCREENSHOTS: MAURA SUTTON

COST: **£39.99**
OUT: **APRIL**

MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/DUAL SHOCK/ MEMORY CARD**



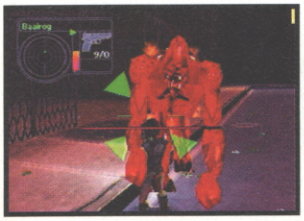


WHAT YOU NEED TO KNOW

Urban Chaos focuses on the adventure of a rookie cop called D'arcy Stern. She starts out as an eager trainee, learning combat moves and crazy driving skills. You follow her as she patrols the mean streets of Union City where she becomes embroiled in a terrifying gang war. As the death count rises, D'arcy and her mysterious ally Roper uncover an evil plot involving far more sinister forces than a few numbskull gang bangers.

REVOLUTIONARY

As D'arcy attempts to quell the tide of murderers, hookers and psychos in Union City, she's able to pick and choose her assignments. Some missions are time-based with no room for deviation, but generally she's free to wander around the city. Missions can be completed in a variety of different ways and it pays to search the rooftops and back alleys for short cuts and secrets. You even get to choose how to despatch the street scum. Aside from the usual arsenal of shotguns and knives, D'arcy's martial arts skills are pretty hardcore. You don't get much ammo, so most of the time a quick kick in the face is the best way.



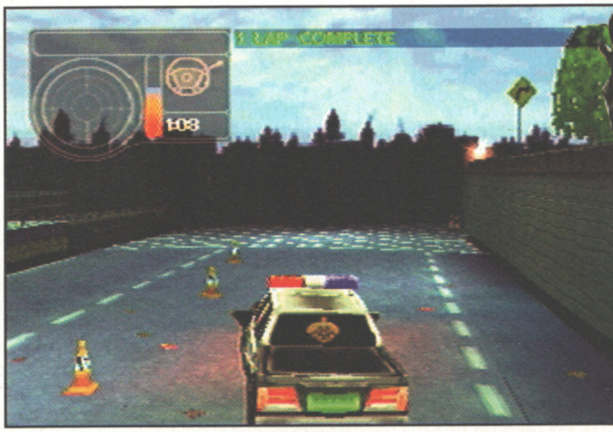
DARK CITY

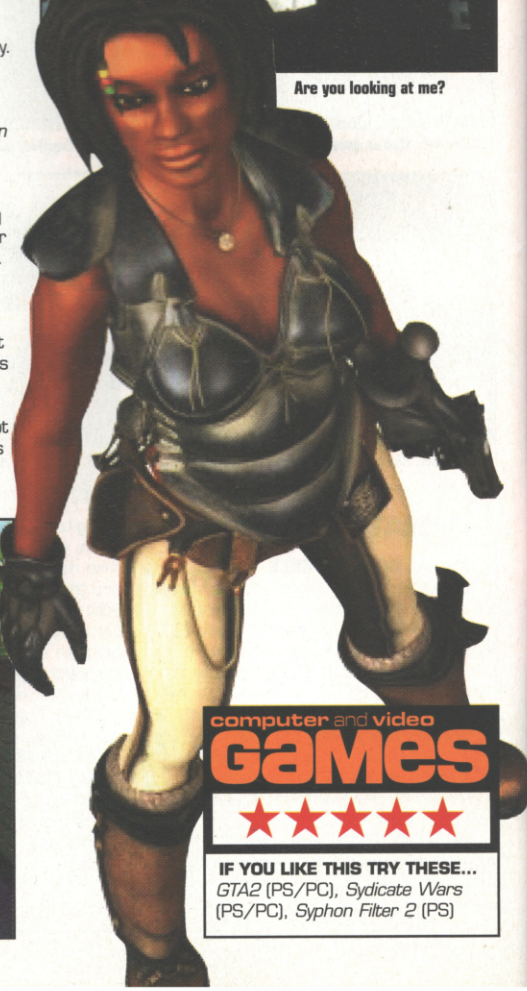
Already a hugely impressive game on PC, *Urban Chaos* has made a smooth transition to the PlayStation. The gameplay and fluidity of movement benefit greatly from the PS's analogue joypad. Now D'arcy can run, jump, climb and fight more easily than before. The graphics may be a bit ropy compared to the original, but all the atmosphere remains intact. The eerie, industrial music and the stark sound effects add to the overall impression of a dark, malevolent city hovering on the edge of insanity.

WORTH PLAYING?

Despite showing up the graphical limitations of the PlayStation, *Urban Chaos* represents the future of gaming. It takes place in a huge cityscape offering you the freedom to roam as you choose, interacting with characters who carry out their daily lives with or without your help. This priceless sense of freedom combined with an exciting plot and fast-paced gameplay makes *Urban Chaos* one of those games you just have to buy. The only real downer is the lack of a mid-level save point, which can be frustrating. Be warned though, *Urban Chaos* is not for the squeamish. There's buckets of blood and lots of naughty language. Sweet!

Are you looking at me?





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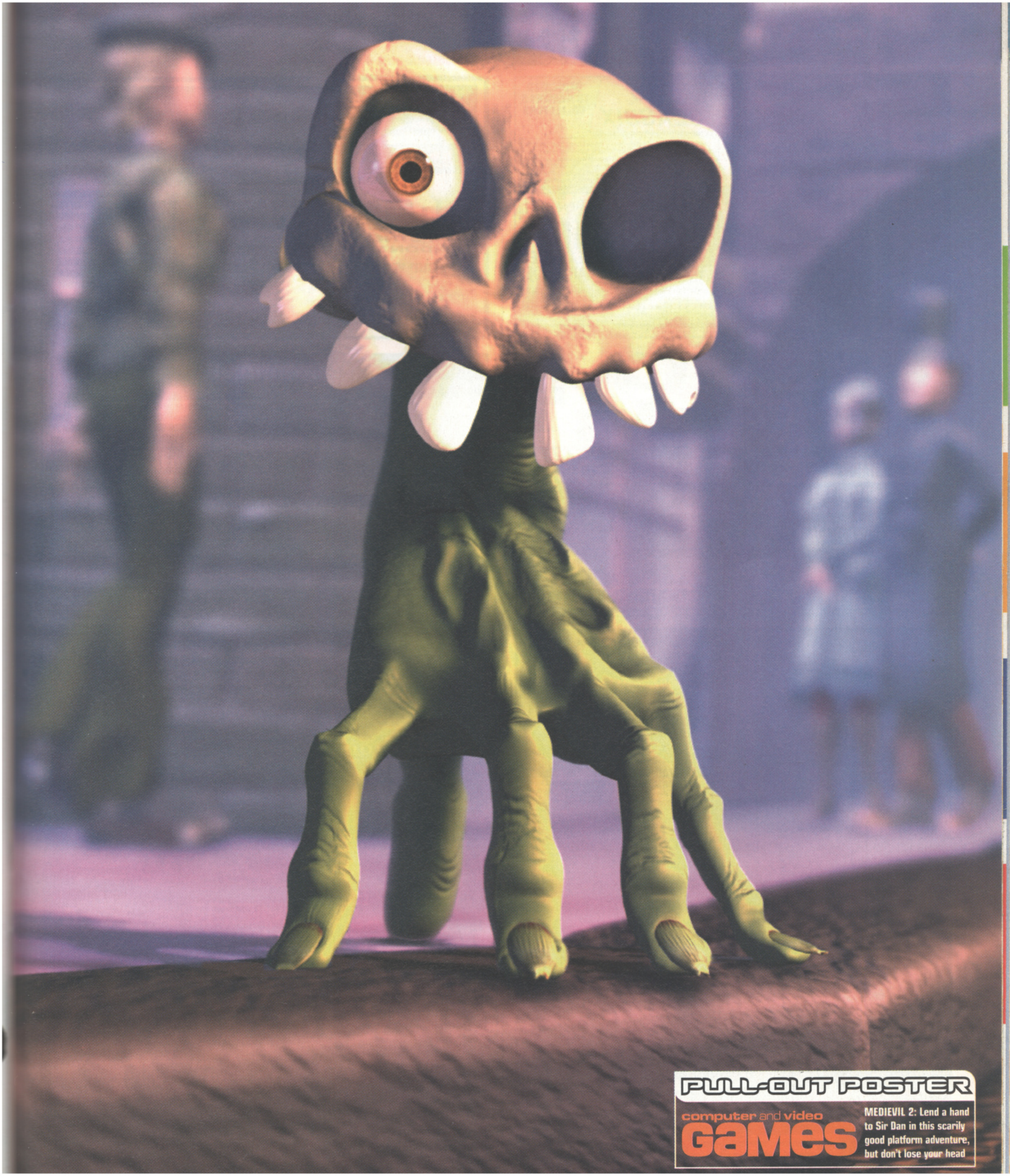

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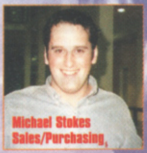

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F1 2000

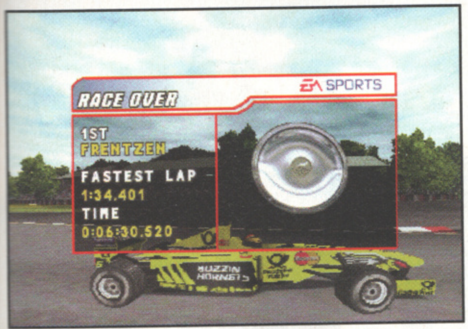
EA breaks new ground in console gaming

WORDS & SCREENSHOTS: DEAN SCOTT

What the PlayStation really needs is a lot more racing games. They must be the rarest genre of games on the system. Given the popularity of Formula One, you'd think that the sport would be a dead cert to be made into a game, and it's really odd that no one has thought to do it before. Gladly, your friends at Electronic Arts have now remedied this situation with the release of *F1 2000*. Sarcasm anyone?

FUNRETURNS

Where F1 titles traditionally stall is in playability. Programmers are commendably obsessive about car physics and realism but they sometimes forget that unless a game is fun to play it's almost a waste of time. Surprisingly, the technically polished *F1 2000* turns out to play the best out of all the F1 games. It's fun to pick up and boasts a fearsome long-term challenge.


RACE OVER
EA SPORTS
1ST
FRENTZEN
FASTEST LAP
1:34.401
TIME
0:06:30.520

On the easy setting you can get among the podium positions. Straying on to grass or gravel won't necessarily send your car into a spin

1 COU
2 SHU
3 HAK
LAP 3/4
14.645
-0.997
93 mph

Ramp-up the difficulty a notch and the opposition gets tougher. You need to qualify well here or you'll be starting at the back of the grid

4 WRZ
5 GEN
6 FIS
LAP 1/4
19.242
100mph
WRONG WAY

Some liberties have been taken with the handling to give that trademark EA pick-up-and-play ability, but it makes for much more fun

LIFEBOAT

The PlayStation is drowning in a sea of racing games much like rock stars tend to drown in their own vomit. Until now the massed ranks of F1 games have only let you replay the past season, as with Eidos' *F1 99*. If you think about it, this is like wearing your mate's sweaty used pants and attempting to recreate the previous night's disco moves that saw said pants tainted with groin odour.

9 WRZ
10 FRE
11 TRU
LAP 1/4
1:21.325
73mph

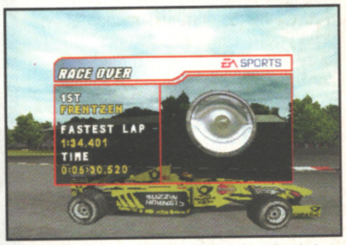
F1 2000 **is different. It lets you play out a season that's yet to happen – which hasn't been done yet**

14 FIS
15 HER
16 SAL
LAP 1/4
27.463
60mph

You may not recognise some cars, unless you've swotted up on the new liveries for the 00 season

17 SAL
18 SHU
19 GEN
LAP 1/4
7.563
101mph

The driver roster is as up-to-date as the start of the season, so hopefully no one will die this year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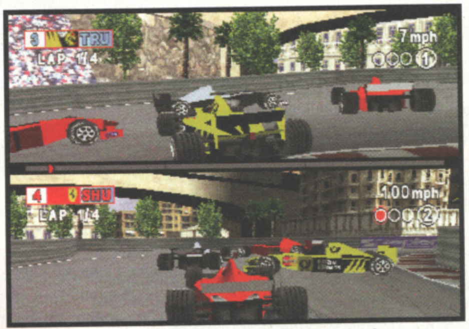
Interesting fact: Jenson Button is noted for being the youngest ever British F1 driver. He's only 20

FOCUSEDF1

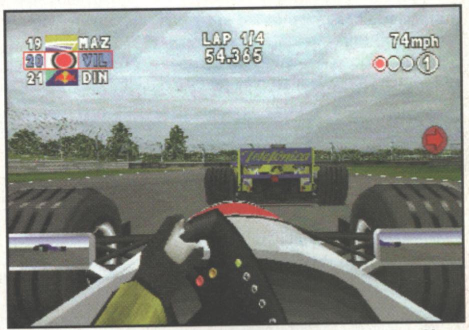
When you're hurtling around *F1 2000*'s tracks, you won't be distracted by the inane warblings of a commentator. Your pit crew will offer up useful information over the radio occasionally, but apart from that it's engine noise all the way. This authenticity is aided by a fabulously rapid and solid game engine: pop-up is minimal, even if the rival cars appear in noticeably low detail at times of congestion.

2 HAK
3 FRE
4 HER
LAP 3/4
8.204
141 mph
Mobil

The car in the distance appears to be made of solid-shaded polygons. In-game you can sometimes spot the textures 'popping' on


3 TRU
LAP 1/4
7 mph
4 SHU
LAP 1/4
100 mph

Two-player mode is cool – it even throws in a couple of computer controlled cars to make it interesting. We approve wholeheartedly


19 MAZ
20 VIL
21 DIN
LAP 1/4
54.365
74mph

There are five different viewpoints. Third-person view makes things easiest but first-person mode is most realistic

WHAT WE THOUGHT

PUT F1 BACK ON YOUR WISH LIST

Recently F1 games have concentrated on maximum realism rather than maximum fun and *F1 2000* stands head and shoulders above its rivals by doing both. The fact that it has a current licence is the icing on the cake.

DEVIL IN THE DETAIL

Imagine hammering around a twisty Imola hot on the heels of Michael Schumacher. He's clearly a skilful driver and you're struggling to make in-roads into his lead. Suddenly a thick plume of black smoke belches from the back of his car and you pass him. 'That looked nasty' you think to yourself and you hear from your pit team over the radio: 'Michael Schumacher has retired from the race'. It feels great. The same attention to detail is evident in the wet, where a dense mist of spray from the driver in front affects your view. The results of collisions are also convincing.

FINISHING LINE

The two-player mode is fun and it'll take you ages to win the championship in single-player Hard mode. F1 fanatics can race a full-length race, set pit strategies and take risks on tyre choices. The rest of us can get stuck into a playable and challenging racer.

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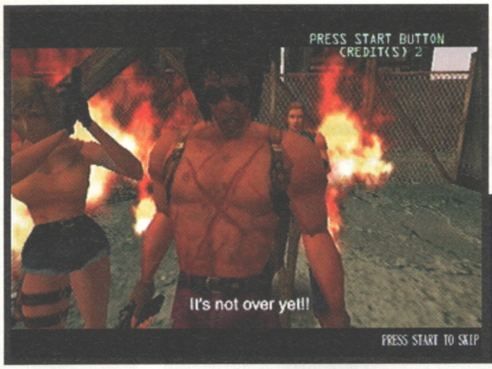
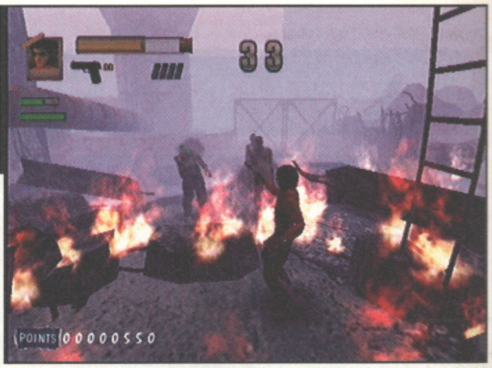


X marks the spot. Nothing like helping the zombies out with a handy target on your chest

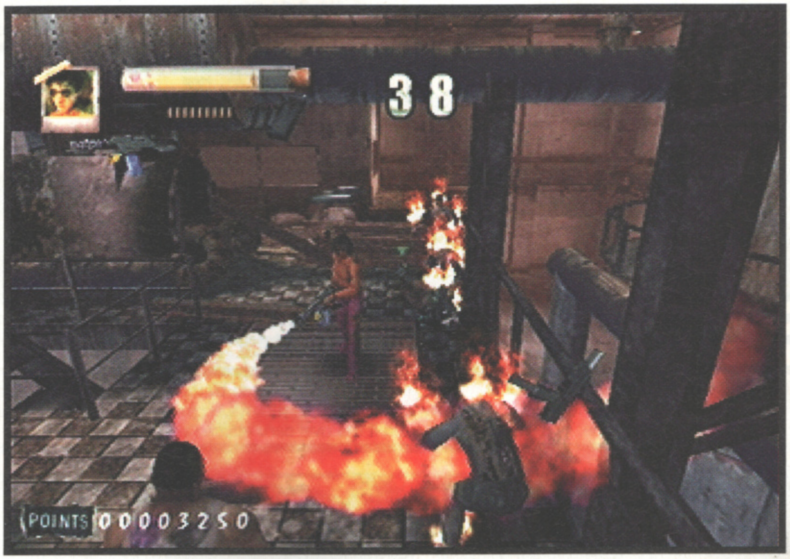
The supremely cool Rikiya kicks butt. How do you like your roast zombie? Rare or well done?



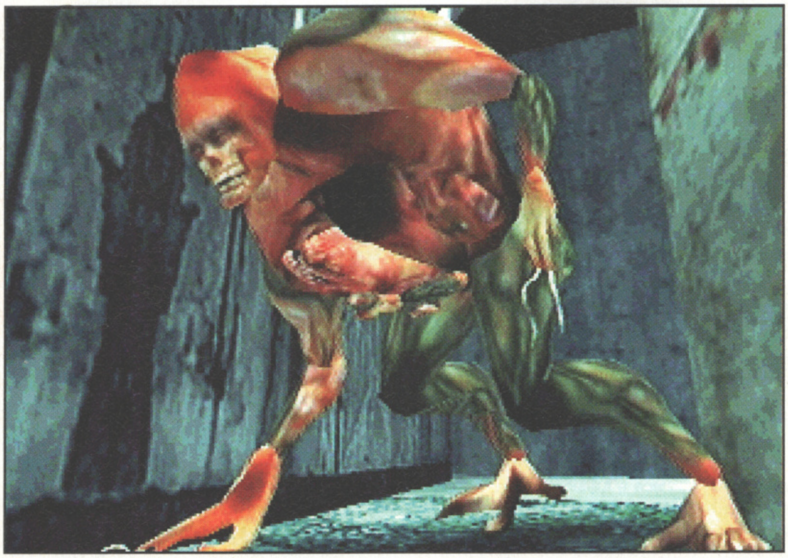
ZOMBIE REVENGE

WORDS & SCREENSHOTS: MAURA SUTTON

In yer face zombie-dicing arcade action



PRESS START BUTTON
A man with golden eyes said to give it to you!
PRESS START TO SKIP



WHAT YOU NEED TO KNOW

This is the stuff! Fancy sinking an industrial drill into the fleshy core of a zombie, spurting bucketloads of green goo? Of course you do. You loved it in the arcade and now you don't even have to leave the house to enjoy the slithering delights of this third-person shoot 'em up/ beat 'em up. Coming from the same twisted people who spawned *House Of The Dead 2*, *Zombie Revenge* takes full advantage of the Dreamcast processor to produce a cracking coin-op conversion.

SWEET REVENGE

There's a story, of course. Some evil golden-eyed trickster called Zed has decided to unleash tons of zombies on an unsuspecting city. Three crack members of the AMS commando team are called in to investigate and eliminate the threat. You can choose which of the three characters you want to play as. Linda Rotta is rather frail but quick on the draw; Stick Breitling is powerful but slightly plodding; while the awesome Rikiya Bushjima is an animalistic martial arts expert with some wicked DIY tattoos. Pick him.

FREAKIN' HELL

The gameplay is simple. You work your way through creepy locations, blasting away at zombies, killer plants and axe-throwing imps. There are basic puzzles to solve and secret rooms to locate, but generally it's non-stop action. The weapons are hugely satisfying to use, with the flame-thrower and drill making for the most spectacular death scenes. The bosses are revolting, but surprisingly easy to kill.

WORTH PLAYING?

Like *HOTD 2*, this won't keep you occupied for months on end, but there are enough secrets to be discovered to make you keep going back for another try. The option to raise a little fighter of your own via the VMU is a neat touch and it's fun when you can collect food for it in the Original mode. If you already loved the arcade game and want something to show off the flashy capabilities of the Dreamcast, buy this. For a more long-term challenge, go for *Code Veronica*.

computer and video Games

★★★

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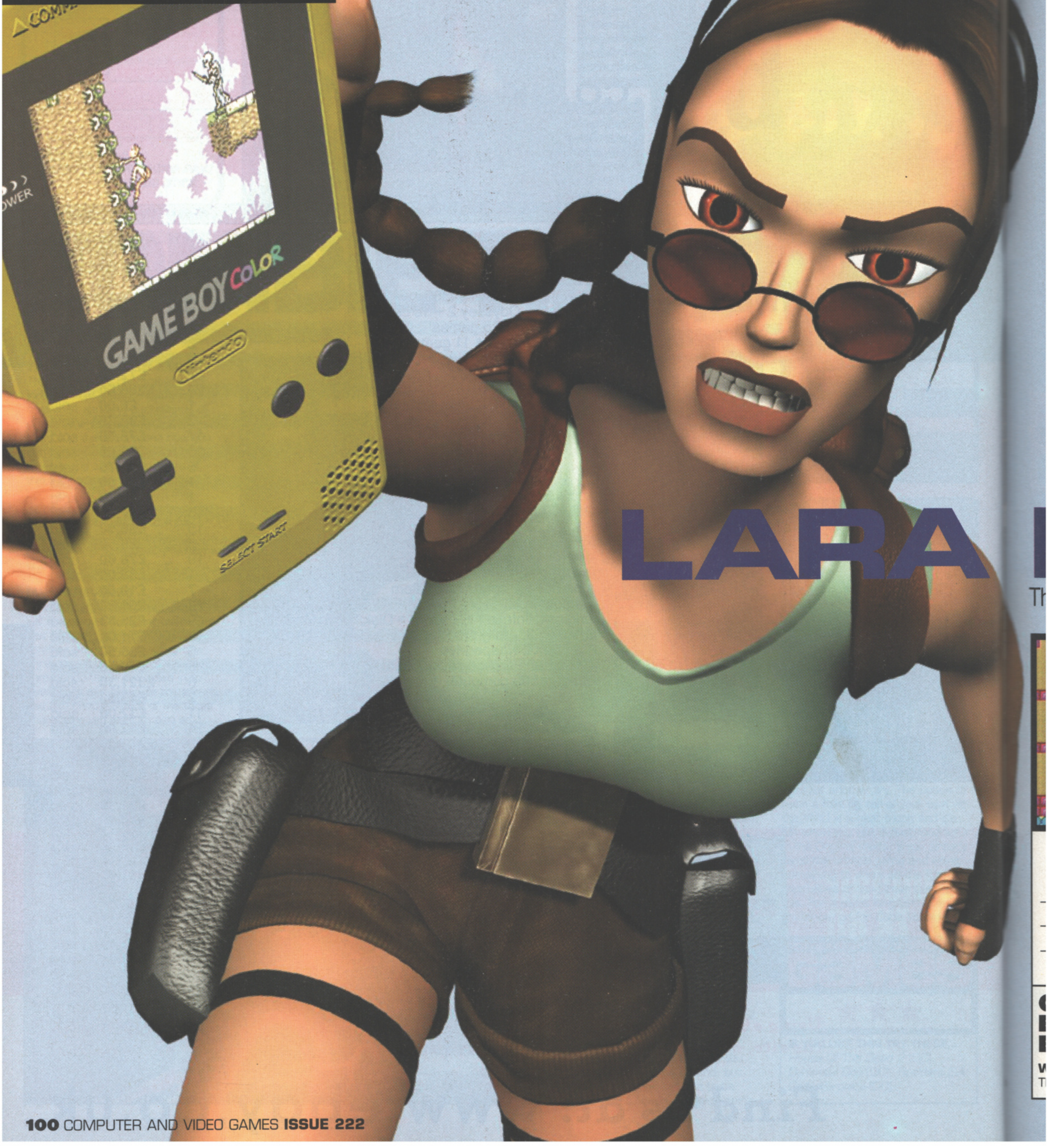

GAME BOY COLOR
Nintendo
SELECT START
POWER

LARA

Th

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

TOMB RAIDER

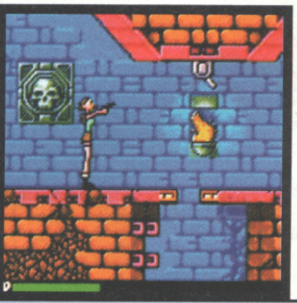
WHAT YOU NEED TO KNOW
Lara Croft comes full circle in this Game Boy adventure. The PlayStation instalments borrowed from platform classic *Prince Of Persia* but put the action into a 3D world. The Game Boy version goes back to 2D gaming, but the *Tomb Raider* action that made Lara Croft a household name stays the same.

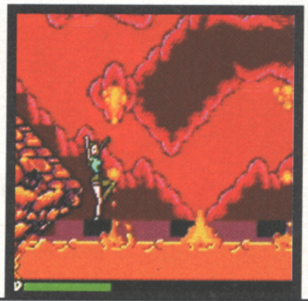
SHE GOT THE MOVES
Incredibly, Lara has over 2,500 frames of animation and is far easier to control than in her 3D games. She moves fluidly around the 2D platform worlds and, once you get the hang of the controls, responds well to your commands. Lara is also one of the biggest sprites we've seen in a game and, given her size, she's speedy and slick looking.

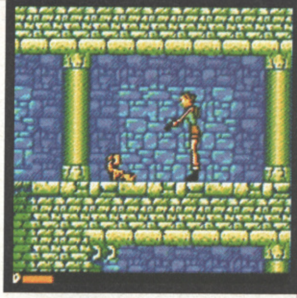
SOUNDS FAMILIAR
The story is the familiar tale of recovering lost artefacts of great power for profit, but this time Lara's transported to a strange place while searching and has to find her way out. The action is also familiar – find a blocked passage, locate the switch to clear the way, solve puzzles and shoot wild animals that want to maul you. On Game Boy, though, it works a treat.

BEST OF BRITISH?
But it's not all English roses. *Tomb Raider*'s patented instant death system is still present and it's often baffling to know what you have to do next. Pulling switches is fine but it isn't always clear what the switch has opened or activated. The battle system is cool though, and Lara's auto-aim is a lot more effective than in her console games – a shame that all the enemy characters have predictable patterns and behave like simpletons.

WORTH PLAYING?
Lara is an institution and this Game Boy outing is not only a stunning example of what can be done with Nintendo's handheld, but is also a good game. It's not the best platform adventure on the system and the action is a little plodding at times. The unavoidable deaths syndrome will aggravate many players and the shooting/jumping/switch-pulling action gets repetitive after a time.







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LARA LAUGHS

That a Game Boy in yer pocket or you just pleased to see Lara?

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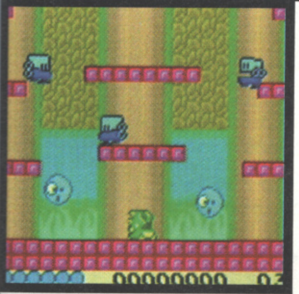

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

CLASSIC BUBBLE BOBBLE

WHAT YOU NEED TO KNOW
The original *Bubble Bobble* was a classic 2D platform game. Two dragons faced off against the baddies, incarcerating them in bubbles and then popping them. This version features one dragon, and the levels scroll instead of being one full-screen static job.

EXIT THE DRAGON
Sadly, this Game Boy version has stinked on the classic franchise. The scrolled levels make it difficult to locate the baddies and your character sits low on the screen – and is now vulnerable to attacks from below. Popping the bubbles is also harder than it should be.

WORTH PLAYING?
Fans of the original will despair. The playability has suffered and the levels are laid out differently from the version you love. Newcomers to the series will find fun tainted with frustration. A missed opportunity.

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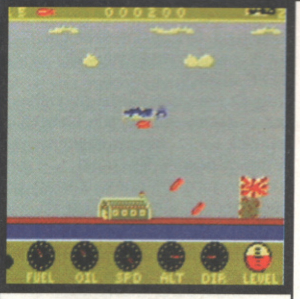

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WINGS OF FURY

WHAT YOU NEED TO KNOW
Wings Of Fury was a bit of a cult classic in the era of 16-bit home computers. You fly a WW2 bomber, raining hot lead and bombs on to the enemy which occupies a series of Pacific Islands. It's side-on, there's lots of death and it's really tricky to land the plane on the carrier after a successful sortie.

AVOID THE AGED
Age hasn't been kind to *Wings Of Fury*. A couple of missions in and the action already looks a bit samey. Your craft is capable of some tasty aerial acrobatics, but it doesn't stop boredom creeping in like a woodlouse slyly making a home in your underpants.

WORTH PLAYING?
As a short-term distraction, *Wings Of Fury* is good fun. If you're looking for something with a bit more depth, take a look at *R-Type*. Now you know about the woodlice, keep an eye out for them, too.

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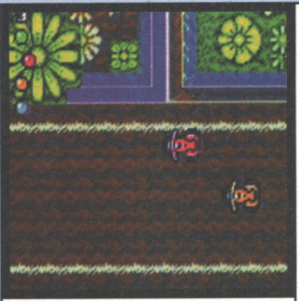

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

MICRO MACHINES 1+2

WHAT YOU NEED TO KNOW
Not one, but two classic *Micro Machines* games on one very special cartridge. The difference between the two games is only cosmetic, although the sequel features new modes of play. Two people can play on the same Game Boy and you can link up with mates, too.

MICRO MAGIC
Both games move at an impressive pace, with no glitches in the scrolling. Race miniature vehicles round a variety of courses including kitchens and bathrooms. Some cars are tricky to control and will have you sliding off the courses, cussing like a trooper.

WORTH PLAYING?
Micro Machines: Twin Turbo is a great title and while the two games are similar, it does mean that you get twice the game for your money. Two players on one Game Boy is a laugh and there's enough to keep you busy for ages.

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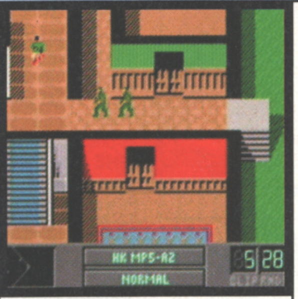

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

RAINBOW SIX

WHAT YOU NEED TO KNOW
Conquer international terrorism as a member of the elite Rainbow Six task force. Strategic planning and stealthy sneaking is the order of the day as you rescue hostages, dispose of bombs and generally make the world a safer, happier place to live.

POT OF GOLD?
The action in *Rainbow Six* is split into two distinct sections. After you receive your briefing and select your team members, you have to plan a route for each team. You then take control of one team and trust that the others are doing their job. The level of detail is extreme and can slow things down.

WORTH PLAYING?
Rainbow Six is unlike any other Game Boy game out there. Whether that's a good or bad thing depends on your level of patience. Most gamers will find this way too slow and not what portable gaming's all about.

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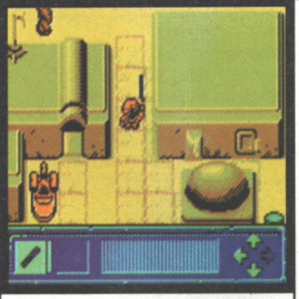
> **"Save the world from the Metal Gear"**



COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

YODA STORIES

WHAT YOU NEED TO KNOW
It's top-down Star Wars action. With Yoda as your guide, take trainee Jedi, Luke Skywalker, on a puzzle-solving, lightsaber-swinging adventure. But, as Yoda might put it: be frustrated you will.

BEEF JERKY
Yoda Stories is a big game with lots of detail, both in the objects you pick up to solve puzzles and in the missions. The main problem with the game is the way it moves. The scrolling is jerky beyond belief and the characters jump from one section of the screen to another with no sense of movement.

WORTH PLAYING?
Yoda Stories has some cool ideas and the missions are involving. It's just a shame that the game is made nearly unplayable by the rubbish scrolling and dodgy character movement. Even Star Wars freaks will find that this game is distressingly poor.

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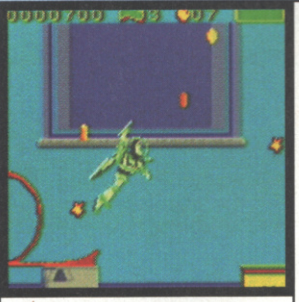

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

TOY STORY 2

WHAT YOU NEED TO KNOW
One of the coolest films of the year so far gets a Game Boy conversion. The 2D platform action follows the plot of the film closely as Buzz Lightyear tries to rescue Woody from Al's Toy Barn.

TOYS GONE BAD
You control Buzz as he works from left to right across the large levels. Collect coins for bonuses and avoid the many hazards in your path. It's all fairly standard platform stuff and it doesn't help that the game's ugly to look at.

WORTH PLAYING?
Toy Story 2 is okay but there's nothing on offer that takes you by surprise. The levels are samey and the controls can be a bit awkward. It's fun for a short while but, if you want real Disney platform game brilliance, get *Tarzan* instead. If you're a very patient soul, you may be able to stick with *Toy Story 2* – others should get *Micro Machines* instead.

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GAME BOY COLOR

COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **1-2**

METAL GEAR SOLID

WHAT YOU NEED TO KNOW

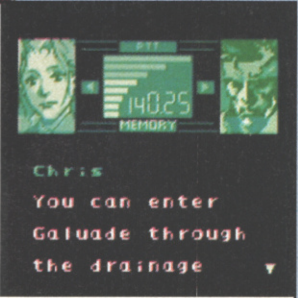
The adventures of Solid Snake on PlayStation last year rocked the gaming world. The mature storyline and superb atmosphere set it apart as a real classic. Fans will be pleased to hear that everything that made the PlayStation title great has been ported to Nintendo's wonder. Except, of course, the voice acting.

GOTTLE O' GEAR

You control renegade secret agent Solid Snake as he's drafted in to save the world from the threat of the Metal Gear – a massive weapon capable of bringing about nuclear holocaust. You're given orders from team members back at base via your Codec communicator. The Codec also lets you save your game anywhere you like. Snake has to then carry out these orders using as much cunning and stealth as possible. The enemies on screen will be alerted either by seeing you, or by you making unnecessary noise, so stealthy kills and simple avoidance tactics are in order.

MORAL CRUSADE

The few criticisms of last year's PlayStation hit were the over-long conversations and the moralising during certain scenes. GB Solid Snake is also known to pause for thought and considers the meaning of his assassin's existence every once in a while. Although this slows down the action a little, it adds hugely to the game's atmosphere.



Chris
You can enter
Galuade through
the drainage ▼

WORTH PLAYING?

Gamers who played the 32-bit marvel will feel right at home with the Game Boy version. From the pre-title screen action and the VR training, to Mei Ling and her proverbs on the Codec – it's all here. Newcomers will be blown away by the involving action. *MGS* is an awesome experience and an astonishing achievement on Game Boy. Get it now.

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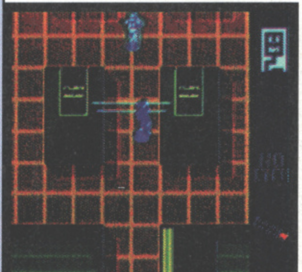

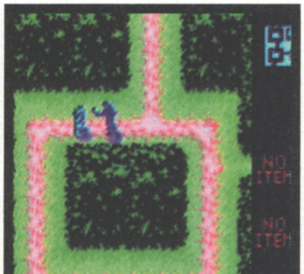

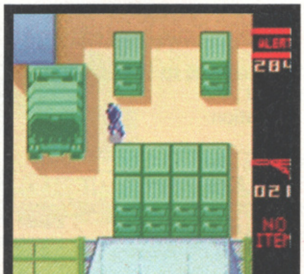

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QUAKE II

FORMAT: PLAYSTATION
COST £39.99
MULTIPLAYER: 1-4
COMPATIBLE: THE LOT

95
8
6
84
10
75

DO I HAVE TO SEE ALL THE VIOLENCE?
No, you could look the other way when it gets bloody. You'll miss the entire game, though.
DON'T SUPPOSE THERE'S A PLOT THEN, EH?
More an excuse for loads of killing, set on the world of Stroggos. You're sent there to wipe out the alien threat before they toast you and your planet.
CAN'T WE JUST NEGOTIATE A PEACEFUL TRUCE?
You're delusional. This game's about killing – and there's an impressive array of weapons to spray the Stroggs' intestines over their own walls.
SO WHAT'S IT LIKE AFTER A FEW WEEKS?
There's not much difference in the difficulty settings so you'll probably have cruised through the solo game by then.
THAT IT THEN?
No way, fool. The PlayStation version's answer to PC online gaming is a four-way split-screen frag-fest.
DEATHMATCH ON PS? DON'T MAKE ME LAUGH
The joke's on you then. It's probably the best deathmatch experience there is on PS. So it'll last as long as your mates keep coming round. Which they will.

PETER BAZELY, LONDON

NINTENDO64

COST: **£44.99**
OUT: **APR 7**
MULTIPLAYER: **1-4**
COMPATIBLE: **JOYPAD**

RIDGE RACER 64

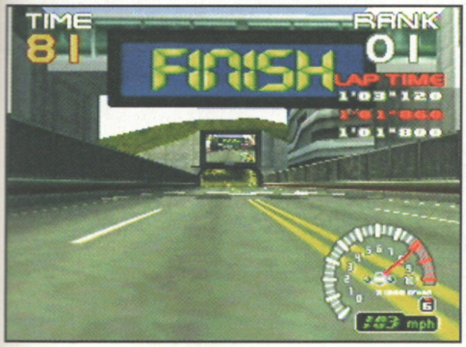
Nintendo finally arrives at the party six years late. But, better late...

WORDS & SCREENSHOTS: DEAN SCOTT

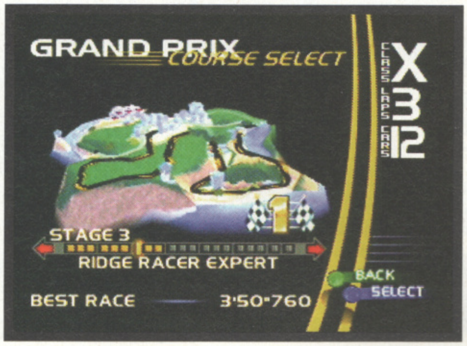
Just when you thought the N64 would never have a decent racer, *Ridge Racer 64* arrives. It merges the first two *Ridge Racer* games into one brilliant cart, is blindingly fast, amazingly good looking and is fantastic fun to play. If only this game had been made six years ago when the original PlayStation arrived, the console war could have turned out very differently.

HOW IT WORKS

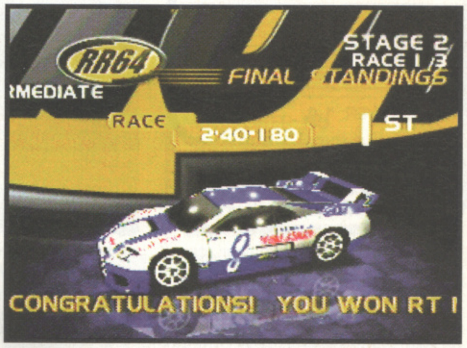
Ridge Racer 64 is an arcade racing game, pure and simple. You start with a handful of cars to race on three initial tracks. Win these courses and you unlock three more tracks to race on a higher difficulty. You also earn the right to re-race the tracks you won in head-to-head mode, and winning means you add another car to your garage.


TIME 81
RANK 01
FINISH
LAP TIME
1'03"120
1'01"860
1'01"800
183 mph

Racing games are all about winning and in *Ridge Racer 64* each victory unlocks more game secrets


GRAND PRIX
COURSE SELECT
CLASS X
LAPS 3
CARS 12
STAGE 3
RIDGE RACER EXPERT
BEST RACE 3'50"760
BACK
SELECT

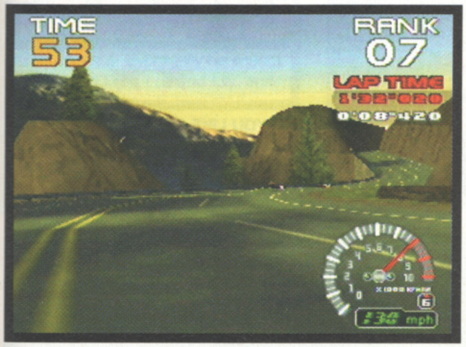
Finishing in top spot in three successive races opens up the next lot. The settings will be familiar but the circuits are different


RR64
STAGE 2
RACE 1/3
RMEDIATE
FINAL STANDINGS
RACE
2'40"180
1ST
CONGRATULATIONS! YOU WON RT I

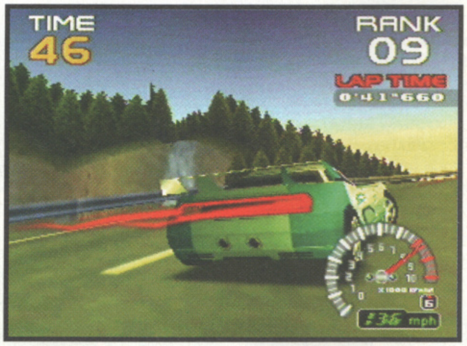
Some of the cars you win in the Car Attack mode are pretty useless, but a full garage looks better than a half-empty one

SLIDE AWAY

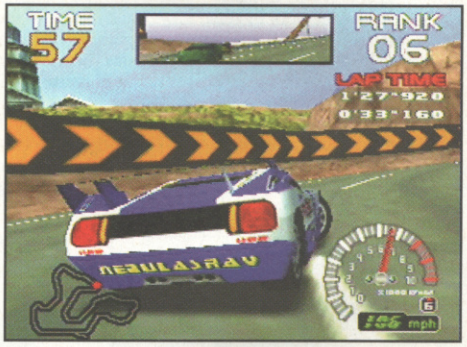
RR cars are quick and slide easily on bends – a recipe for disaster in a real-life road car. But different rules apply in Ridgetown. Here the main rule is: have lots of fun driving like a complete nutbag. The cars are custom engineered to pump your adrenaline and make you scream smugly as you powerslide a tricky S-bend perfectly.


TIME 53
RANK 07
LAP TIME
1'32"620
0'08"420
138 mph

Enter the corner fast. Turn in sharply and, as you head towards the outside wall, release the accelerator and then bang it back on again


TIME 46
RANK 09
LAP TIME
0'41"660
136 mph

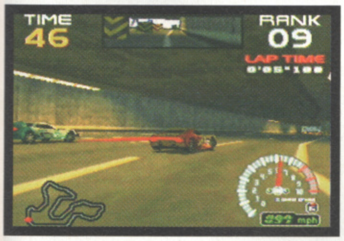
Your back end then leaps out, letting you to guide the car around sideways. On exiting the corner, don't forget to correct yourself


TIME 57
RANK 06
LAP TIME
1'27"920
0'33"160
166 mph

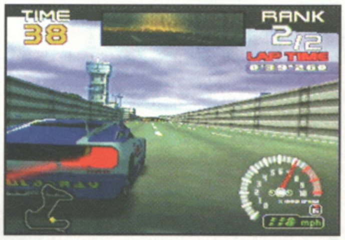
RR64 **offers three different sliding models. Stick with *Ridge Racer* or *RR Revolution*, or chance the all-new *RR64* slidiness**

BUTTERFLY LIFESPAN?

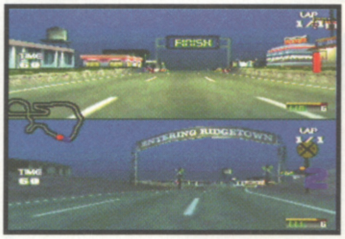
N64's version suffers the same track shortages as other *Ridge Racer* games. There's three basic courses, each containing three possible circuits and you can race tracks in the opposite direction, making for 18 'different' tracks. Two-player mode is great, but slightly ropey frame rates on four-player's split-screen game is disappointing.


TIME 46
RANK 09
LAP TIME

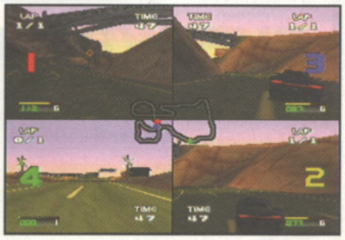
N64's version has some cracking visual effects: check the motion blur on those headlights


TIME 38
RANK 2/2
LAP TIME
0'39"260
118 mph

Unlock new cars to race with by winning against that car in a head-to-head


FINISH
ENTERING RIDGETOWN

Two players on N64's Renegade track. Hairpins are hard to spot at night – until it's almost too late



No N64 game would be complete without a four-player option. Not as good as *GoldenEye*, though

WHAT WE THOUGHT

NO LAUGHING MATTER
RR64 is a fine game and certainly the best racing game on the N64. Every aspect is polished, from the stylish front end to the blistering in-game visuals. Uncharitable PlayStation types are no doubt laughing that it has taken six years to do a brilliant version of an old arcade game, but even they'd be won over by that familiar *Ridge Racer* magic.

PLAYSTATION BEATER
It's much better looking than equivalent PS versions, although there'll be moans that some of the graphics have been slightly Nintendo-ised. More important is the speed of the game and *RR64* goes like diarrhoea off a shiny shovel.

TAKE THE PLUNGE
RR64 isn't an overly difficult game. There aren't many tracks to master and once you've got the hang of sliding around you'll get through it pretty quickly. Unlocking the extra cars will take longer, but you'll have a great time doing it. If you want a N64 semi-serious racer, this is the one.

computer and video games

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IF YOU LIKE THIS TRY THESE...
Rage Racer (PS), *RR Type 4* (PS), *RR V* (PS2 import)

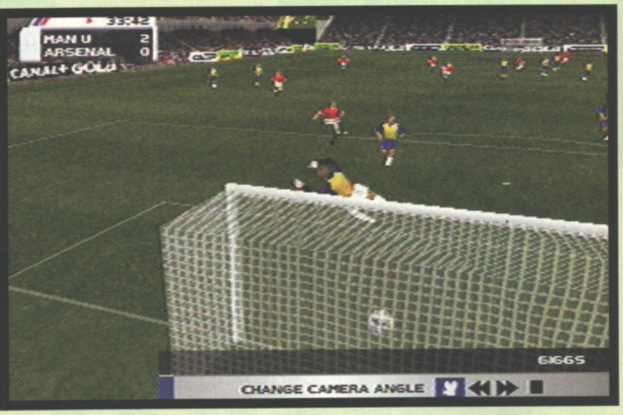
PlayStation

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-4**

PREMIER MANAGER 2000

Not exactly the Beautiful Game

WORDS & SCREENSHOTS: MAURA SUTTON



Match highlights: ideal for watching your favourite team do a number on your arch enemies. See Arsenal get whooped by the Reds

WHAT YOU NEED TO KNOW

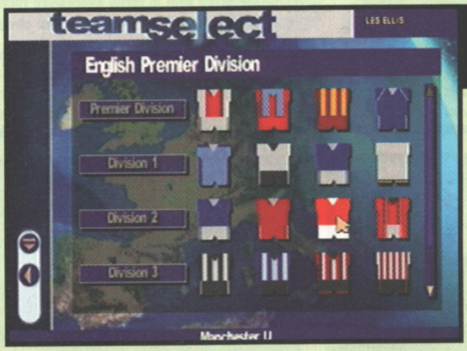
Want to know what a high pressure job football management is? Need to know how to deal with your star midfielder copping off with a pop star? And how do you handle your new multi-million pound striker taking time off due to stress? Then read The Sun, because *Premier Manager 2000* is a pure facts and stats-based management game which is hot on detail but snot on imagination.

A BORE TO SCORE

A great idea in concept: Take charge of your favourite football stars and take them to the dizzy heights of the Premiership and European glory. In execution, this great idea rapidly dissolves into a tedious mixture of text and repetitive churning through various screens. While the stats for the season are all spot-on and you can take charge of pretty much any team in the big European leagues as well as English ones, the control system feels clunky and awkward to use, leaving you frustrated and bored rather than eager to launch into another week of action.

WORTH PLAYING?

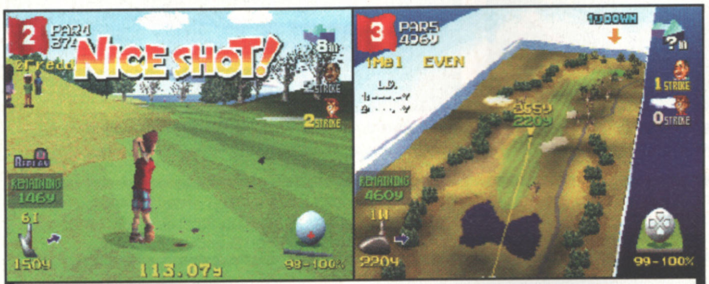
If you have *LMA Manager*, no. But, if you're into management sims you'll have that already, making this a bit redundant. The controls and the badly implemented transfer system take all the fun out of it. The highlight systems are both weak and make you yearn for the days when you just picked your team and saw the result instantly. There's a lot of options to tinker with but you really won't want to bother after the first season. And as for the multiplayer mode? Don't bother. A real test of endurance for enjoyment over tedium.



The mighty Reds – the choice of success. Or there are some lowly third division clubs if you want to outdo your local team's manager

computer and video
GAMES
★★

IF YOU LIKE THIS TRY THESE...
LMA Manager (PS), *Championship Manager* (PC), *FIFA Manager* (PC)



EVERYBODY'S GOLF 2

Welcome to the real world of golf

FORMAT: PLAYSTATION
PRICE: £24.99
OUT: NOW
MULTIPLAYER: 1-4

WHAT YOU NEED TO KNOW

Boring pastimes don't tend to sit well with adrenaline junkie console gamers. But *Everybody's Golf 2* wants to change your preconceptions by offering up a golfing experience that's actually fun.

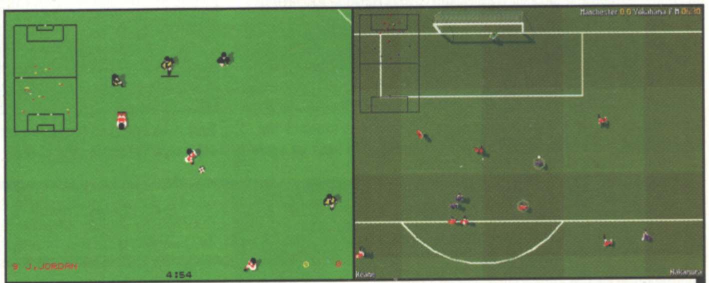
YOU FAT BANKER

It does this by giving you normal people as players rather than the superstars of the PGA. You get fat wig-wearing bankers in bad jumpers and hidden characters like Gex and Sir Dan from *Medievil*, who you claim after winning head-to-head matches. The fun peaks in multiplayer mode.

WORTH PLAYING?

The control system is simple and predictable and the graphical style is more *Mario Golf* than *PGA Tour*. The humour factor alone makes it worth playing for a while.

computer and video
GAMES
★★★



TOTAL SOCCER 2000

Kick Off 2 comes back from the dead

FORMAT: PC
PRICE: £24.99
OUT: NOW
MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW

In 1990 Anco released a football title for the Amiga computer. It was called *Kick Off 2* and although it played more like pinball than football it rocked the world. The graphics were basic but the game's speed was fantastic. No game since has let you punish a less skilled opponent so ferociously.

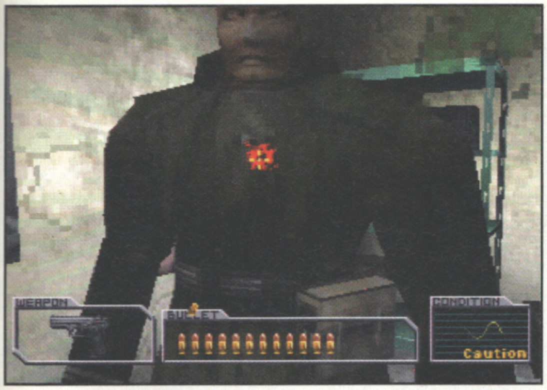
TOTAL OUTRAGE

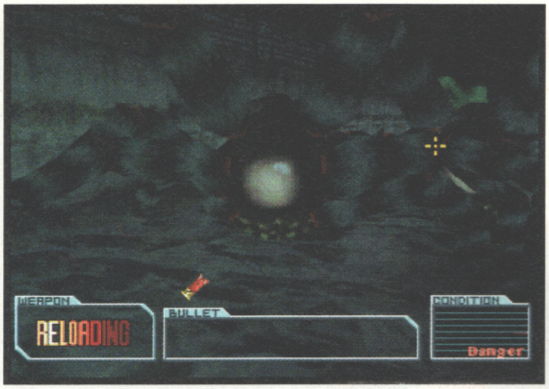
Until now, because *Total Soccer 2000* is almost an exact rip off of that game. The top-down visuals survive, as does the ultra-realistic dribbling system and the basic gameplay. It still feels fun to play, but an old game, slightly reworked – that's outrageous.

WORTH PLAYING?

It loads really quickly and as a quick no-brainer it works. But we'd feel odd recommending a ten-year-old game to you to play today, so we won't.

computer and video
GAMES
★★





COST: £39.99
OUT: APRIL

MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/DUAL SHOCK/MEMORY CARD/G-CON 45 LIGHT GUN**

RESIDENT EVIL SURVIVOR

WORDS & SCREENSHOTS: MAURA SUTTON

WHAT YOU NEED TO KNOW

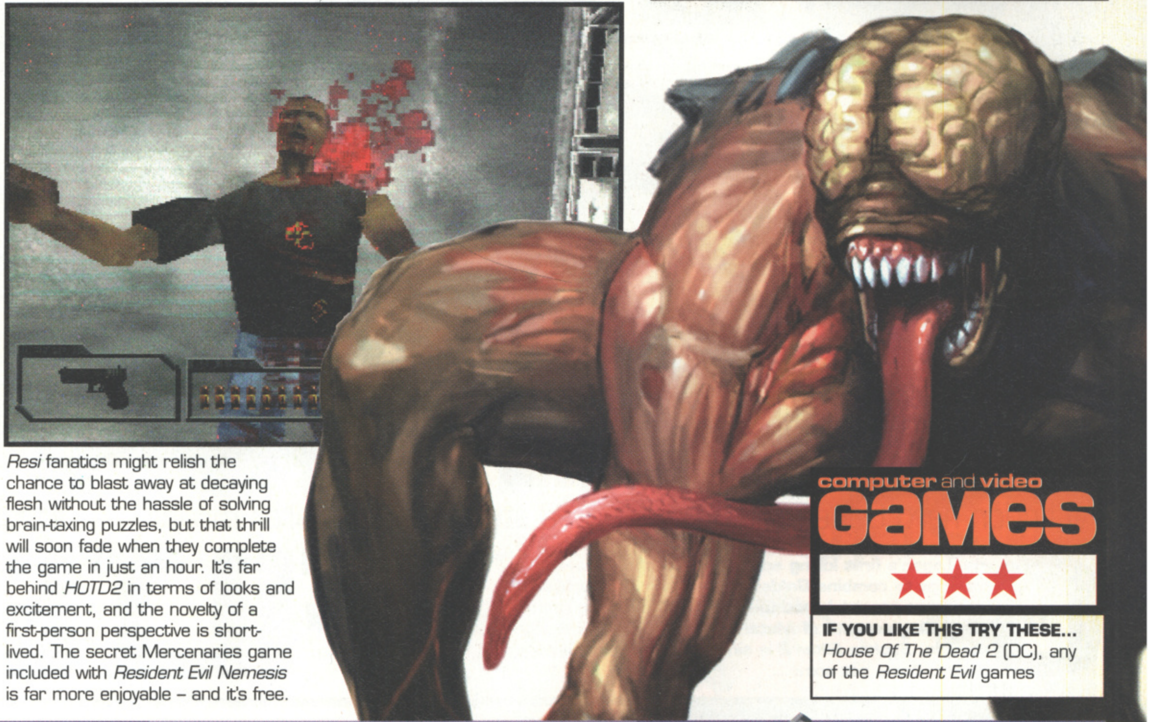
Survivor features Ark who has crashed his plane in a town full of zombies and mutant monsters. Turns out that Raccoon City is not the only place affected by the pesky T-Virus. As the amnesiac Ark fights his way round town, he becomes convinced that he's a murderer called Vincent. Eventually he meets up with two kids, Lot and Lily, and agrees to help them escape as well.

FLOGGING A DEAD ZOMBIE

Despite having a typically involved plot, *Survivor* is very different from other *Resident Evil* games. It's basically a first-person shoot 'em up in the mould of *House Of The Dead 2* featuring some of the more popular *Resident Evil* nasties. As with *HOTD2*, there's no save game feature, although you do get four continues and you can save your stats and weapons. Weapons include four different types of Glock pistol as well as zombie-splattering faves such as the Grenade Launcher and awesome Magnum.

WORTH PLAYING?

Survivor is the first let-down in an otherwise excellent series of games.



Resi fanatics might relish the chance to blast away at decaying flesh without the hassle of solving brain-taxing puzzles, but that thrill will soon fade when they complete the game in just an hour. It's far behind *HOTD2* in terms of looks and excitement, and the novelty of a first-person perspective is short-lived. The secret Mercenaries game included with *Resident Evil Nemesis* is far more enjoyable – and it's free.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...
House Of The Dead 2 (DC), any of the *Resident Evil* games

LEE'S SURVIVAL KIT

***Survivor* is not billed as purely a light-gun game, although playing with a gun can add a new dimension. So, we sent Lee to the *Survivor* shooting range for a showdown...**

P7K LIGHT GUN

P7K (THIRD-PARTY GUN)

In addition to the G-Con45, there are a number of other light guns. We used the P7K and despite being G-Con-compatible and having loads of buttons, it made the game almost unplayable. The reload feature made Ark spin uncontrollably on the spot. **1/5**

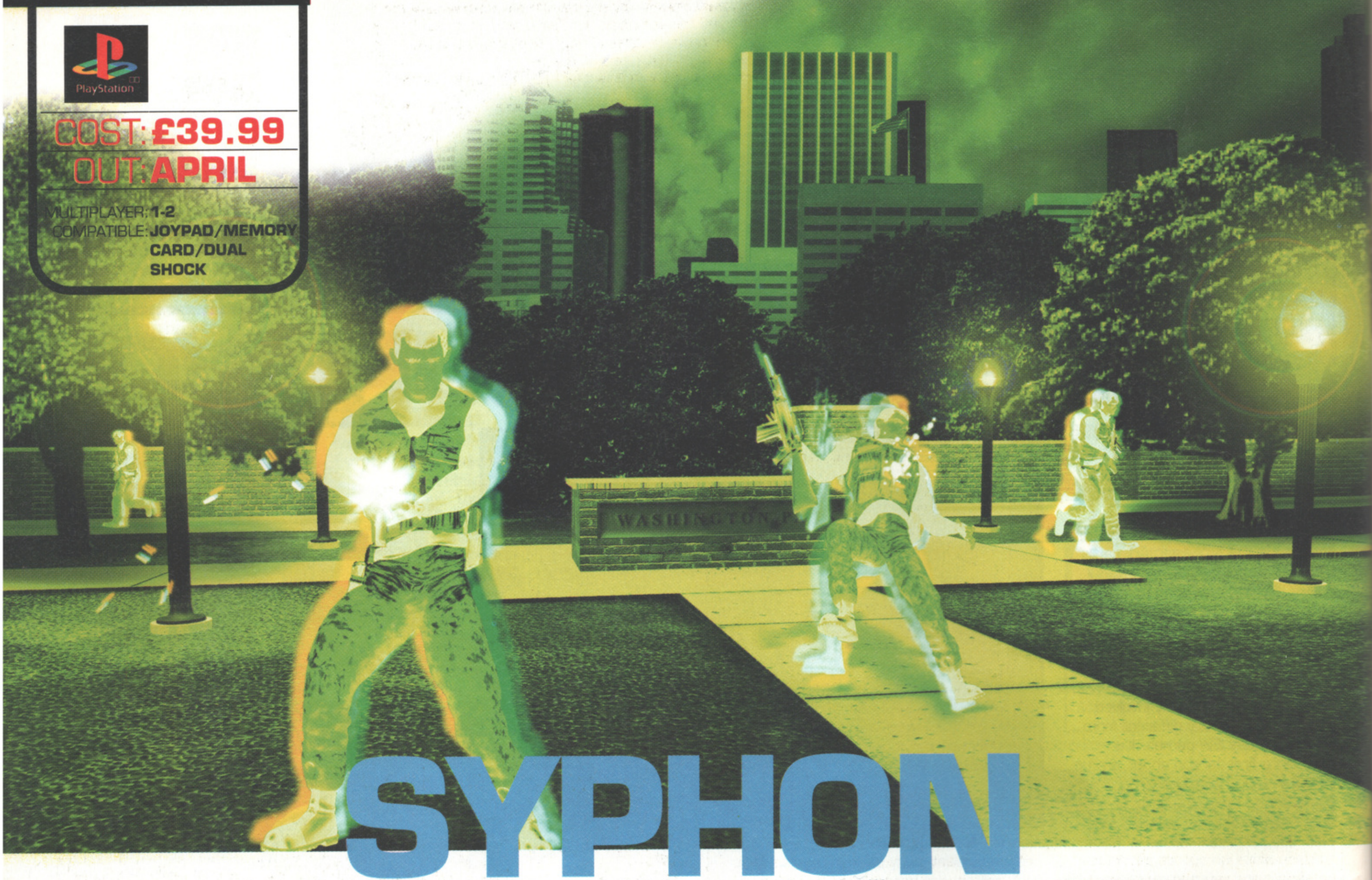
DUAL SHOCK PAD

Using a pad is actually the most satisfying way to play the game. You have full control over the action and there are no tricky aiming issues. Sure, blasting mutants with a cursor is less cool than using a gun, but for sheer ease of use, the pad is the winner. **5/5**

G-CON45 LIGHT GUN

Point the G-Con45 gun away from the screen and hold the trigger to walk or run. The A and B buttons let you turn and access your inventory. Feels oddly clumsy, but there's no denying the thrill of taking out rancid zombies with a light gun. **3/5**

COST: £39.99
OUT: APRIL
MULTIPLAYER: 1-2
COMPATIBLE: JOYPAD/MEMORY CARD/DUAL SHOCK



SYPHON FILTER 2

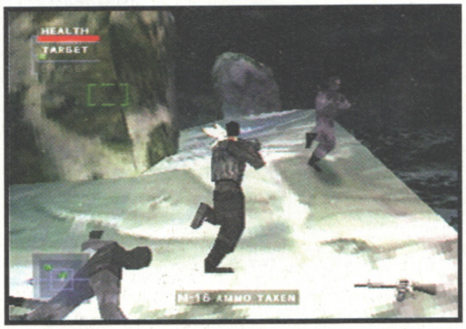
All-action hero Gabe Logan returns in a stealth 'em up killer thriller

WORDS & SCREENSHOTS: MAURA SUTTON

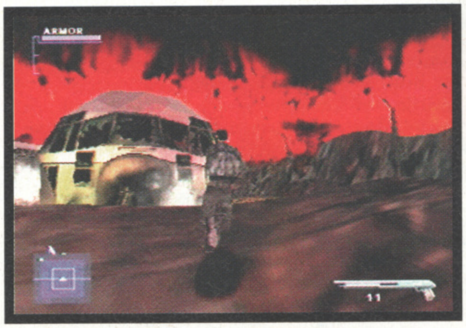
Gabe Logan's first killing spree was a highly successful attempt to combine *GoldenEye*-style shooting action with intelligent stealth-based missions on a par with the most compelling aspects of *Metal Gear Solid*. Like all the best sequels, *Syphon Filter 2* is simply more of the same, only better. Come get some...

WHAT'S THE STORY

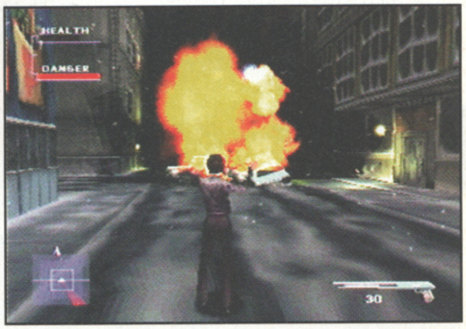
Since the last game, Gabe and his accomplices Lian and Teresa have been exiled from the Agency. To make matters worse, Lian has been infected with the Syphon Filter virus. The outcasts' mission is to stop the virus falling into enemy hands, as well as finding an antidote for Lian.



Dropping by parachute into the Rocky Mountains, Gabe makes for the wreckage of a transport plane carrying vital data discs. First he has to shoot his way through a relentless Agency ambush



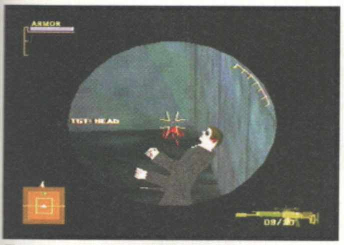
Once he escapes the Agency stooges on the mountain, Gabe has to search the heavily guarded plane crash site and retrieve the data discs before the Agency gets hold of them



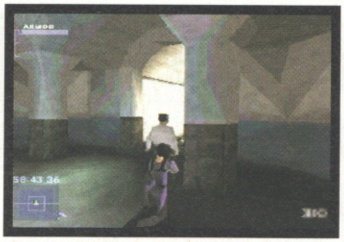
When the discs are finally found, the plot takes on a new twist and Lian heads for the dangerous streets of Moscow where she's on the tail of a snitch called Gregorov, who's on the run in fear for his life

KILL THRILL CULT

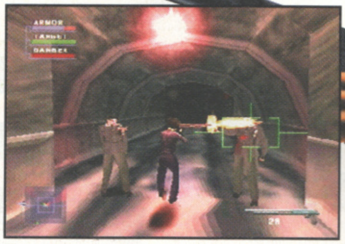
Yes, we all know they're very bad and naughty, but there's nothing so much fun as having a truckload of big shiny guns 'n gadgets at your disposal, especially when faced with an army of sinister terrorist types.



The sniper rifle lets you dispatch the enemy without a whimper – even on the most secret missions. And those gory headshots look cool



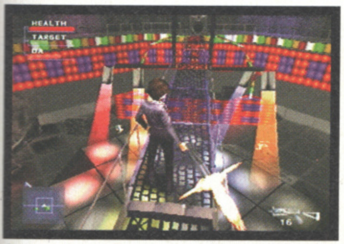
The taser. Get used to this beauty because you'll be using it a lot over the 20-plus missions. Lets you stun neutral GI's and Russian soldiers



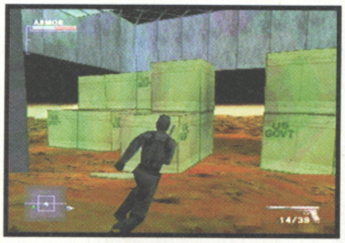
The shotgun. This old-fashioned faithful friend literally blows the enemy off their feet. Swift, deadly and satisfyingly noisy

COOL LOCATIONS

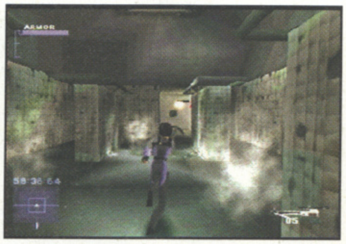
They sure do get about a bit, these secret agent types. From the wastelands of Colorado to grisly Russian ghettos, Gabe and Lian get the chance to kill folks in a lot of interesting places.



And you thought Russian nightclubs were fun. Lian has to move quickly here to avoid an unpleasant hole-in-the-head end to her evening



Aah, the impressive Pharcom Expo Centre from the first game. It's nice to see the old place again, but be warned: this is a fiendishly difficult level



Poor Lian! Not only is she infected with a deadly virus, she's also been sent to a women's prison in Siberia. Her cough will get worse in here

WHAT WE THOUGHT

SAVING GRACE

The makers of *Syphon Filter* have clearly been listening to their public as they've managed to improve on an already great game. For starters, you can save at various points throughout the missions, eliminating the frustration of having to constantly replay some of the lengthier levels. It's little touches like this that make all the difference.

SOMETHING FOR EVERYONE

Syphon Filter 2 also benefits from greater variety, both of missions and characters. While shooting plays a big part in the action, many of the missions can only be completed with intelligence and stealth. The addition of another playable character in Lian Xing makes for an interesting twist to the plot, and she's more than a match for Gabe when it comes down to making mayhem.

ADRENALIN OVERLOAD

Truly great games are the ones that make you stay up all night until your eyes are red-raw because you're so desperate to find out what happens next. Better invest in a bucketful of Optrex because *Syphon Filter 2* will keep you glued to your TV. There's even an all-new two-player deathmatch mode so you can involve your mates in all the 'dome capping' fun. Well worth the forty quid.

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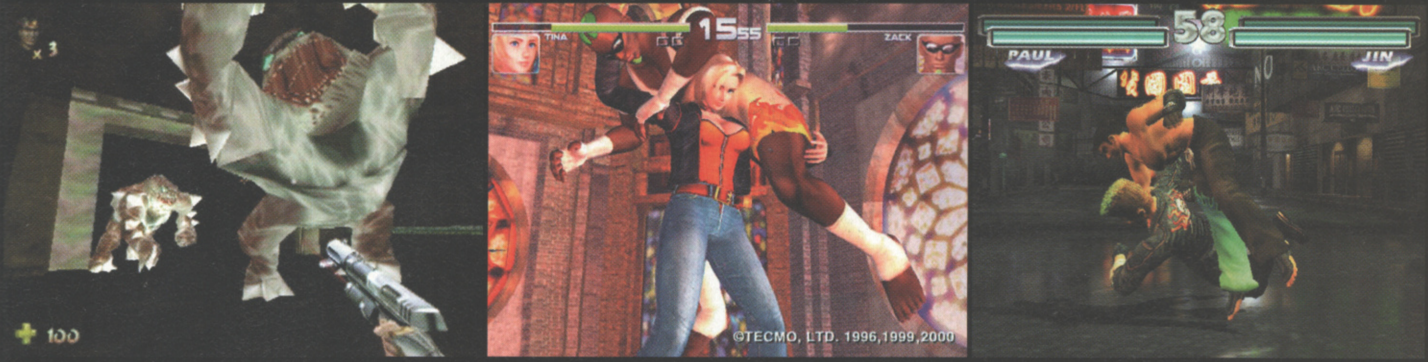
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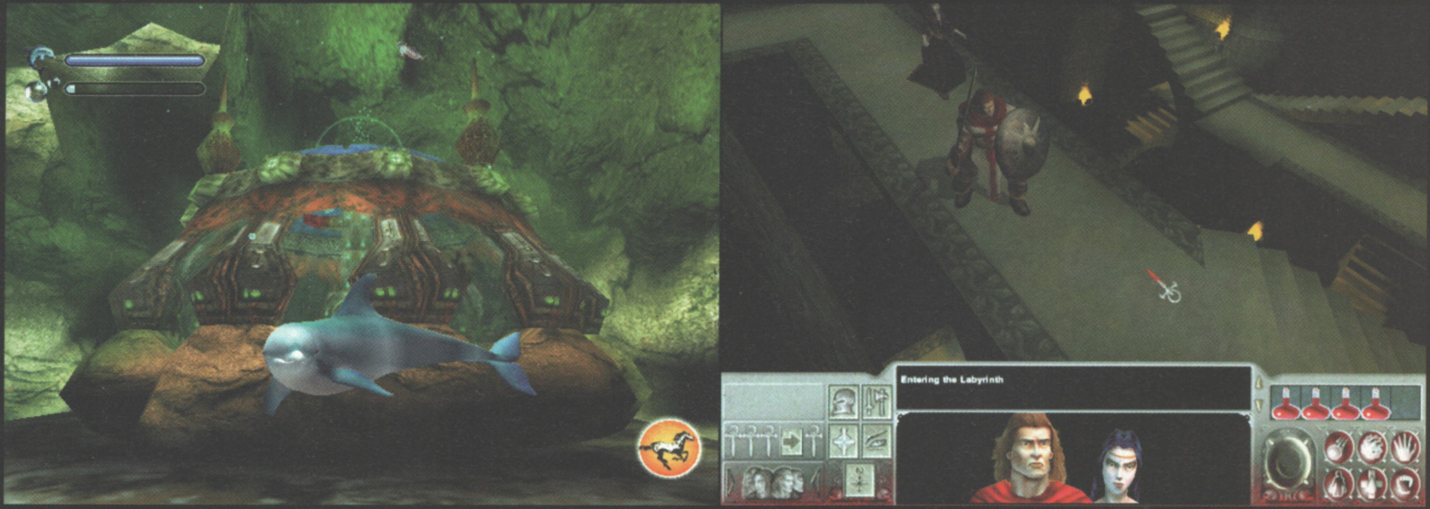

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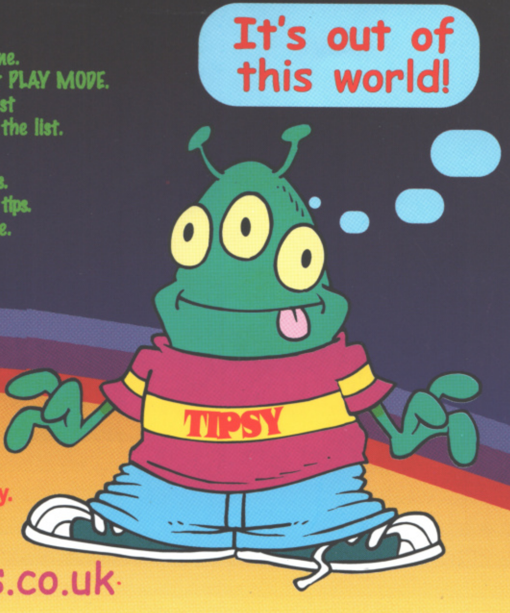
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